

SUPER NES • GENESIS • SEGA CD • PC ENGINE • JAGUAR • 3DO • GAME GEAR

DIEHARD

GAMEFAN

NEXT GENERATION VIDEO GAME MAGAZINE

VOLUME 2 • ISSUE 4

TEMPEST 2000

ATARI'S CLASSIC RE-EMERGES
ON THE JAG!

SEGA'S

SATURN

FIRST PIC'S INSIDE!

EXCLUSIVE

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FOR THE GENESIS

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KING OF DRAGONS

JUNGLE BOOK

62

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TEE'S OFF WITH
PEBBLE BEACH 3DO

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DIEHARD

GAME FAN

NEXT GENERATION VIDEO GAME MAGAZINE

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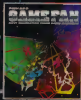
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**All Art By:
Terry
Wolfinger**

HOCUS POCUS

Back With Thy Controller In Hand To A Land Where Cheaters Live Fast.

Fatal Fury 2

Fatal Fury 2 Fatal Moves (Super Famicom)

Execute moves when power bar is flashing red (25% Full).



Terry Bogard

↓ ↙ ↘ ↗ → (B+X)



Andy Bogard

Charge ↓ ↘ → (B+A)



Joe Higashi

→ ← ↙ ↘ ↓ ↗ (B+X)



Mai Shiranui

→ ↙ → (B+X)



Big Bear

→ ↘ ↓ ↙ ↗ → (B+X)



Kim Kap Hwan

↓ ↙ ↘ → (B+A)



Cheng Sin Zan

Charge ↙ ↘ ↓ → (B+X)



Jubel Yamada

Charge ↙ ↘ ↓ ↗ (B+X)

Fatal Fury Special

To use Ryo Sakazaki from Art of Fighting

Both controllers must be plugged in. Fight your way through without losing a match until you reach Wolfgang Krauser, then when you enter the Dream Match against Ryo Sakazaki make sure to lose. Let time run out on the continue screen, wait for the computer demo, and put in, UP, LEFT, DOWN, RIGHT, UP and A, then, UP, RIGHT, DOWN, LEFT, UP and C on controller 1. You should hear a sound and now you can fight 2 player Vs. with Ryo.



Game Genie Codes:

Ryuboe vs. Terminator (SNES)

00RE-0005 Infinite Lives
0037-C407 Jump Higher
DE60-1460 Normal Pistol does more damage

Dr. Robotnik's Mean Bean Machine (Gameboy)

B89A-AAH6 Starts off Stage 13
ALNT-AA86 Refugee beans are disabled
C9KT-AAHE Refugee beans come in larger amount

Winter Olympics (Game Gear)

060 5A9 A29 Start on any skill level
7ED 0BD 3B7+ Constant speed gain on luge and bob slough
C91 B2D 91D
00A 02E 19A Infinite time on biathlon

Fatal Fury

(Super Famicom)

To choose bosses:

When the Takara title screen comes on and the music starts put in B+A, X, Y, Up, Left, Down, Right, L, and R. You should now here Terry Bogard say "Ok!".





64^{EXPLODING BITS}
OF RAW POWER.



16.7^{MILLION}
BRAIN BURNING^{COLORS.}

AND 3-D GRAPHICS REAL ENOUGH TO
MAKE YOU BLOW CHUNKS.

YOU'VE BEEN
WARNED.



THE JAGUAR 64-BIT SYSTEM.

You want power? How about 100 times more power than 16-bit systems?

Color graphics? You think 16.7 million colors will hold you?

Maybe you're looking for fast, real-world animation? Tell you what. You better have a strong stomach.

Cue this is Jaguar! And this ain't no toy.

We're talking 64-bits of power and 3-D animation. As in three dimensions. As in this stuff is real. You're not just pretending to fly a plane. You are in the cockpit. You are dodging bullets and bombs and mountains and bridges. And you are sweating.

You've also got CD-quality sound to deal with, and arcade-quality games that are so multi-layered and deep you may never find your

way out. Not to mention the 17-button controller that gives you so many ways to annihilate your enemies, you'll never have to kill one the same way twice.

Jaguar 64-bit Power Speed Control Sweat.



"Game of the Month"
— *Diary of a Game Fan*

THE GALACTIC WAR HRS BEGUN.

Do you know where your pods are?

CYBERMORPH™

The evil Permian Empire has the ultimate weapon: robotic technologies that can rebuild themselves. The good news is your forces had new weapons designed. The bad news is your scientists were seized by the enemy and sealed into pods along with vital supplies and information.

As pilot of Cybermorph Transmagnition, a prototype morphing attack craft, you must recover the pods so the resistance fighters can halt the Permian Empire's sinister march toward galactic domination.

Cybermorph is packed in every Jaguar 64-bit system and packed with intense 3-D texture-mapped graphics, CD-quality sound and real-time, real-world action that'll help you explore 50 separate worlds of canyons, valleys, vortex towers, force fields, power stations and fast-flying hostile enemies aiming to blow you away.

FIRE GOOD. LOSING BAD.

EVOLUTION: DINO ODES™

You're the proud leader of the Dino Dudes, and it's up to you to guide a hairy gang of Cro-Magnons to the top of the food chain.

On your prehistoric journey you'll discover fire, weapons, and The Wheel. You'll battle dinosaurs and rival tribesmen, and do everything you can to avoid becoming an endangered species.

Evolve or die, dude.



JAGUAR 64-BIT.

THE MOST POWERFUL
HOME VIDEO GAME SYSTEM
EVER INVENTED.

"Perfect"
—Electronic Gaming Monthly

MILITANT ALIENS.

You can't live with 'em.
You can't play without 'em.

RAIDEN™

Mother Earth has fallen to deranged, militant aliens. As pilot of the Raiden Supersonic Attack Fighter, it's up to you and you alone to mount a daring counter attack.

Rip through enemy lines, torch Gathing units with your homing missiles, blast ammo-laden cargo trains with nuclear-powered bombs, and teach these goliathic pirates why nobody messes with your planet.

With brilliant sound, exceptional speed and shoot 'em up motion that showcases Jaguar's 64-bit capabilities, Raiden is the ultimate arcade conversion for one or two players.

THE NAME IS
McFUR.
TREVOR McFUR.

TREVOR McFUR in the CRESCENT GALAXY™

The Crescent Galaxy has fallen and it's up to you, Corporal Trevor McFur, to return the planet Cosmolite to its citizens.

With your trusty sidekick, Cutes, you'll blast through five worlds filled with monster asteroids, killer Starbots, deadly Gundroids, savage Cyber Cherubs, and bosses that confront you on the screen.

Rapid 3-D renderings and a variety of special weapons will make this interplanetary struggle one of the most formidable space adventures this side of the universe.



JAGUAR™

6 4 - B I T

GET BIT.

INTERACTIVE MULTIMEDIA SYSTEM

COMING SOON FOR JAGUAR.

CHECKERED FLAG II™

Jaguar hits its peak with real-time, 3-D action in this sweaty palms racing game. With true sound, realistic crashes and speed bumped up 100 percent thanks to Jaguar 64-bit technology, you just might feel the wind in your hair.



ALIEN VS. PREDATOR™

This 3-D tunnel/maze game has texture-mapped walls and heart-stopping digitized renderings of the star monsters. In this Jaguar 64-bit showcase game you can choose to play as the rail-whipping Alien, the Predator with sophisticated weaponry and infrared night vision, or the Marine Corporal armed with piles of ammo and superior military combat computer skills.



CLUB DRIVE™

You've never experienced racing like this. No guard rails here. You can drive anywhere, including 70 square miles of San Francisco, the frontier towns of the Old West, or some innocent bystander's living room as you chase down your opponent in a fast-paced, real-time, 64-bit game of tag.



AND MORE!

Keep your eye out for way more Jaguar titles, including a full range of heart-stopping, 64-bit sports games. Basketball, baseball, and football have never been played like this.

"CES Game of the Show"
—Electronic Games

TEMPEST 2000™

Jaguar takes the best of the 1981 arcade classic and adds 1994 64-bit intensity. You can choose between two modes: Tempest Classic, the same ultra-challenging game that used to eat your quarters, and 2000, a souped-up, 64-bit version with 3-D graphics, awesome power ups, and hostile enemies. For one or two players.



For game tips and hints, call 1-800-737-ATARI. 95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required. USA only.

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MADE IN THE USA

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Here's your chance to let all the game companies know what you're playing and what you would like to see in the future, so drop us a postcard. If your name is picked from our monthly drawing, you will be the lucky recipient of one of the fabulous prizes listed below. So, what are you waiting for? Start writing!

TOP TEN

- 1 SF 2 (GEN)
- 2 Mortal Kombat (GEN)
- 3 SF 2 (SNES)
- 4 Eternal Champions (GEN)
- 5 Mortal Kombat (SNES)
- 6 Samurai Shodown (GEO)
- 7 Starfox (SNES)
- 8 Aladdin (GEN)
- 9 Tournament Fighters (SNES)
- 10 Gunstar Heroes (GEN)

MOST WANTED

- 1 Mortal Kombat 2 (GEN)
- 2 NBA Jam (SNES)
- 3 Castlevania Bloodlines (GEN)
- 4 Super SF 2 (GEN or SNES)
- 5 Streets of Rage 3 (GEN)
- 6 Mortal Kombat (SCD)
- 7 Virtua Racing (GEN)
- 8 Mortal Kombat 2 (SNES)
- 9 Brutal (SCD)
- 10 NBA Jam (GEN)

First Prize: Your choice of a GEN, SNES, GENESIS, or GAME GEAR.

Second Prize: Your choice of one of the Picks of the Month in Viewpoint.

Third Prize: A FREE year of Game Fan!

Congratulations to the following winners of last month's contest:

First Prize: Wes Keaton of Evanston, IL • **Second Prize:** Benjamin Johnson of Tallahassee, FL

Third Prize: Thomas Diehl of Navasota, TX

All you have to do to enter the drawing is write down a list of your top 10 favorite games and the 10 games you want the most that aren't out yet, on a piece of paper or a postcard then send them to:

GAME FAN TOP TEN 6400 Independence Ave., Woodland Hills, CA 91367

Drawing is limited to One (1) entry per person per month. Hope to hear from you soon.

Drawings will be held on the 21st of each month. The three (3) winners will be notified by mail and listed on this page.

CLEARLY, SOMETHING HAS STARTLED MR. COW,
AND IT AIN'T A PAIR OF COLD HANDS.



YOU GOT A VILLAGE.

FARMS, HUTS, KNIGHTS. PEOPLE TO
BOSS AROUND. AND A COW.

LIFE IS GOOD, BUT THEN YOU GET THESE VISITORS.
THEY'RE FAT. THEY DROOL, BURP, AND SMELL LIKE AN
OUTHOUSE. THEY COME IN HORDES, EATING YOUR 3D
TEXTURE-MAPPED HUTS, TREES, WOMEN, CHILDREN, AND
WORST OF ALL, YOUR COW. YOU TRY TO TRASH THEM



WITH YOUR SWORD, BUT IT AIN'T EASY.
AND THEIR GUTS GET ALL OVER YOU.
LIFE STARTS TO SUCK. YOU'VE MET

"THE HORDE", MY FRIEND. AN ORIGINAL GAME WITH CD-QUALITY LIVE
ACTION VIDEO, DIGITIZED MUSIC AND DISGUSTING EATING SOUNDS. AND A
CAST OF ACTORS WHO CAN ACTUALLY ACT; LIKE
KIRK CAMERON AND MICHAEL GREGORY.
YOU BUILD WALLS, MOATS, AND DEATH



3000

PITS. AND YOU HIRE AN ARCHER TO HELP FEND THEM OFF. AGAIN THE
HORDE ATTACKS. YOU SAVE THE COW, BUT THEY EAT YOUR HUT, YOUR

THE HORDE™



CORN CROP, AND THAT GIRL NEXT DOOR YOU HAD YOUR EYE ON.



Now life really sucks. And it ain't about to get any easier. The evil Hordlings grow bigger, faster, even smarter.

(And you haven't even met the Evil Chancellor yet.)

Dear reader, we pray you're the sort who learns

quickly. 'Cause this stuff's

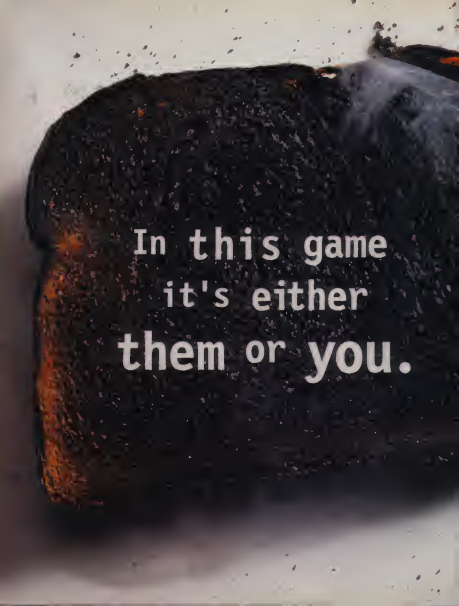
CRYSTAL DYNAMICS™

happening on 32 bits. Enjoy, my friend. And good luck.

IBM PC
PC-CD
& 3DO



IBM PC logo screen shown. Crystal Dynamics and The Horde are trademarks of Crystal Dynamics. AND GUT (HD) logo and Invincible logo are trademarks of The 3DO Company. AND GUT is a registered trademark of The 3DO Company. All rights reserved.

A close-up photograph of a piece of bread that has been severely charred or burnt. The bread is a deep, mottled black color with some lighter, brownish-orange areas where the crust is more exposed or where the charring is less intense. The texture appears rough and porous. Overlaid on the center of the bread is white text in a clean, sans-serif font.

In this game
it's either
them or you.

VOTED BY
SEGA
Game of
the Year
1993

GOLDIERS OF FORTUNE



You're a daredevil smashing down every diamond-cupping heel and back-flipping head back to your path.



The gate you earn pumps up your character's speed, skill and weapon power.



Around every corner lurks another obstacle with a bad attitude.



You'll need a partner to watch your back. Recruit a friend or let the computer back you up.



Set up creosoles and ambushes, because teamwork is the only way to survive.



Do you have what it takes to face the Chaos Engine without being reduced to a charred pile of gristle?



Available on SEGA™ Genesis™ and Super NES.

**Spectrum
HoloByte**

For Visa/MasterCard orders call anytime: 800-695-GAME.

SO,
BLOWMEISTER
IS REALLY
DEAD AND
GONE, HUH?

YEAH, WE SAW
HIS HEAD DISOLVE
IN HIS OWN
BILE! YOU
WERE THERE

STILL DON'T
REMEMBER ANY
OF IT, DO YOU?

VERY LITTLE, POSTMEISTER
YOU SAY I WENT THRU
SOME KIND OF
TRANSFORMATION!

YEAH! YOU WERE
GNARLY! YOU HAD THIS
GUN COMIN' OUT
OF YER HEAD AND
THESE BULGIN'
METAL VEINS.
MAN, YOU
WORKED
HIM!

WELL, I GUESS
THERE'S A LOT I
STILL DON'T KNOW
ABOUT MYSELF.
BUT AT LEAST IT'S
OVER NOW. I
THINK WE SHOULD
ALL JUST TRY TO
GET SOME WELL
DESERVED REST.

AMEN
TO THAT!

AND SO,
MONITAURO
POSTMEISTER
AND THE
REST OF
TEAM
GAME FAN
RETIRE
FOR THE
NIGHT. BUT
HOURS LATER
4:31 AM TO
BE EXACT.

RUMBLE
RUMBLE
RUMBLE



...OH MY GOD...



...IT'S AN...



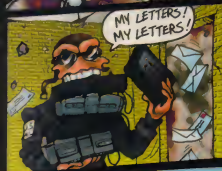
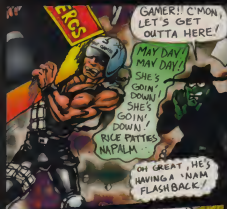
EARTHQUAKE!

AND SO THE TEAM
SCRAMBLES INTO
ACTION...



WEANIMATE...





BART SIMPSON UNPLUGGED

ON GAME BOY® AND GAME GEAR®



BART VS. THE WORLD



BART AND THE BEANSTALK



BARTMAN MEETS RADIOACTIVE MAN



Check it out, man! Bart's takin' it on the road with his hot new portable hits! He's "on lead," live, dangerous and touring the world in three chart-topping Simpson® smashes! So grab your GEAR and get ready to jam with the BOYs! Nobody plays like the legendary Bart Simpson™...uncol, uncanny and TOTALLY UNPLUGGED!

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GAMES INC.

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SKATIN'.

HIT



WARNING

DON'T EVEN THINK ABOUT SKITCHIN' FOR REAL. EVEN THE RADDEST BLADER DOESN'T WANT TO END UP AS ROAD KILL. ENJOY A LONG LIFE, DON'T RISK IT.



CHIN'



BITCHIN'.



SKITCHIN'.

REMEMBER ROAD RASH?! THE BAD BOYS WHO MADE RASH ARE BACK TO THRASH IN SKITCHIN'.

GRAB YOUR SKATES, STEAL A RIDE ON A CAR BUMPER, AND YES OFF! PICK UP WEAPONS, BASH YOUR OPPONENTS, EARN MONEY, REPLACE YOUR EQUIPMENT, TAKE A JUMP AND PICK A TRICK FOR BONUS CASH. EVEN SKITCH THE BOY GANG IF YOU FEELIN' LUCKY. BEATIN' & HITCHIN' SKITCHIN'. IT'S BITCHIN'.



ELECTRONIC ARTS



Hey you, I'm the Footnote! Here to answer all your questions, no matter what you want to ask me, ask! I've got the answers! So write me a letter or I'll come to your house and place your mail... Cos I'm L.A.!!

Dear Footnote, I'd like to start off by saying that your magazine is great and I feel it is one of the best, but I do have some complaints. One is your reviewing. First of all, you don't review sports titles or theme floor games (except for a once in a while paragraph review), thus making the people who buy these types of games quite confused about what to buy. Also, in most of your reviews, the reviewers may give a game a rating to high rating and not say why the game didn't get a 100%, which really deflates the point of having such a large rating scale. Maybe you should put some other information with your reviews, such as the level of difficulty and the number of levels in the game, so nobody buys a game that can be beaten in one day. Two, I was disappointed by the fact that in the '83 Megaworld, you took Sega and from the only commentators, Lamer and Mac Goo and the other systems that you cover in your magazine. This brings me to my second complaint, WHAT THE HECK HAPPENED TO THE NEO GEO SECTION??? When your magazine first came out, you boasted about how you give so much attention in the Neo Geo, and granted, you did. But there hasn't been a Neo Geo game review in about three months! I know that there have not been many games not lately, but you never even looked up one of the greatest fighting games ever made (Neo Geo's Greatest Strike), and very special! The Neo Geo is an excellent system that should not be ignored and has become even covered Marvel Kombat II and how to examine the (extra!!!) I'm not telling you how to run your magazine, I'm giving you my honest opinion and I hope that you are not offended. On an ending note, could you tell me what happened to Art of Fighting 2, Mugen Lord 2, Miracle Adventure, Thunder, and Top Hunter?

Sincerely,
An Amateur Gamer.

Dear Honest Gamer, We have just added a rating system to GP Sports and Honda On will undergo a format and feature numerical ratings next month. As of January, we unfortunately have many people actually own and play GD and other TTI titles but before the game has progressed as to change that section, in response to your other ratings questions, the (unavailable) are overall (non-100) can be found either in the article or in a game. In the short, no way or in the long run, it will be added here. As for the Megaworld, Crystal Dynamics and Alert both are available. Other than that, Sega and Nintendo dominated everything else. The SNK division is becoming to end its run. They haven't sent us any review material since December. We usually have to buy the home versions of the games we cover and find that they produced ONLY fighting games. They have abandoned their home user base and began to concentrate on the mid-up market for the time being. We are a home entertainment magazine. Our job began to produce the games presented. Roster, the Legend 2, Crystal, Top Hunter etc...for the Neo Geo player, we will continue our coverage of their arcade fighters in Quarter Crunchers. We love that system and hope it has a bright future as much as anyone. SNK's failure is not last month's issue, we waited for month 2 before covering it. Thanks for the great letter.

P.S. Top Hunter's ratings is on the way...no one is down to get it. I hear it's the action game of the century! A new SNK home system is also in development. There will be a Neo Geo machine in the next issue.

Dear Footnote, I'm at Saturn Inc., we're try-

ing to combat the problem of not ordering the best titles for the customer. One of the ways we strive to be close in touch with the customer is our reservation system. The customer calls us, asks for a game, we take their name and phone number, let them drop their phone on the bar, then inform the customer that we will call them as soon as the game is in. Then, on Sunday, we send the list to our general office and the buyers order that title in quantities to serve the customer. If the title is not in our system, we use our district managers and tell them about this wonderful title that everybody wants. We can send an E-Mail message to the general office about the title or we can have a message on our Prodigy bulletin board for our buyers. These options give us the ability to respond to you, the customer, as fast as possible. But we need you to help us. Calling us and asking for a game, then hanging up without giving your name and phone number, does not let us know if you really want the game. There is an obligation to buy when it comes in and we have a 48 hour return policy on all games. Please help us help you.

Thanks, Deborah Cole
Store Manager
Software Etc.
Chico, CA

All right! Sounds like a plan to me. Did you all get Ford's Progress like I'll be sure that the market always comes to these businesses then. It's also to see the retailers reacting to the "bad game" situation. The more store managers that get involved, the better. A software store is only as good as its employees.

Dear Footnote, I would really appreciate it if you would print this letter so that I can have everyone who knows what to get or with the system down in Turbocharge games. The reason for the sudden drop in games is because Nintendo Switch of Japan and NEC of Japan are fighting to see who has control of the market. This puts TTI in a bind because most, if not all, of their titles rely on these two companies in Japan to say: "OK, you can make this game" (aka-giving a license to make a particular game). Combine that with the fact that TTI does not have that many companies to make games here in the US (Working Designs is the only one I know of), and you see the problem. I also have a notice who your magazine's policy on Turbocharge games. As I've said as far as that you say to say PC Engine games. Well, if you keep buying PC Engine games, how is TTI supposed to get enough profit to bring over the titles you want to the US? So, for me, I'm going to support TTI and work on getting my gaming life to them (which, by the way, are given to the companies in Japan).

Sincerely, Kevin Fishery
Hastings NE.

Dear Kevin, You are really amazing. Working Daily on the longer developer Turbo 3000. In fact, no one do it. It's over. Unless you buy PC Engine games (which is a mistake to get better and better), you may as well have on your Turbo and sit for hard in the winter. TTI may come back, if a new NEC system is released here. Otherwise, it's the import market for fans of the TTI system. We do our readers a great service by covering the imports. PC Engine is here, not, but in Japan right now and is going to have a great year (Darius, Xenon, the new upgrade, FZ, Art of Fighting etc. etc.). PC's a good source for imports and fans like it's the only way. Your reason for the US market is also a way off. The US market never reacted to the Turbo or T

GD. The Gamers and SNK's called over them long ago. It took TTI way too long to realize that bringing or import titles over the only way to succeed. The side door almost and away they went. Had they brought a set game like Power Grid, Atomic Robo Kid, The Star of Death, Down Lord 182 and countless other hit titles as early as I could have been a different story for it. I hope that, in a new system market, it, they don't make the same mistake twice.

Dear Footnote, I have a lot to say, so I should that this will end up in your magazine. I could save time, as long as you send me some kind of answer. First, I want to tell you an amazing story about the release of Lamer or the Sega CD. If you have played Lamer, how this story may not seem as amazing. When I learned that Lamer had finally been released, I went to several stores looking for the game. Six of those stores had sold out completely. I got the very last copy of the seventh. Sega had better sales up and have the last that most of us had never purchased the Sega CD expecting great profits. I'd like to point out that all the stores I went to all had large quantities of Sega CDs. I'd like to commend Working Designs for converting the best Sega CD that I've ever played. I look forward to playing more RPNs from Working Designs in the future. TTI & Sega have been right to say about the Sega CD. It's a great system. I'm following to the Lamer soundtrack even as I write this. Now for the question, it seems that a lot of Sega CD games have gone S.O.A. (If you know what I mean). What ever happened to Wing Commander, Crack World, British and Dark Wizard? Do you know if anyone is going to translate Play Area or any other RPG besides Ygg?

Over and out,
Dave Kack

Dear Dave, You got it! Just like we said, and you said, RPGs are not and will excel in the marketplace. Working Designs can't make 'em fast enough. They are getting in the neighborhood of 1000 units a day about Lamer! They are almost done converting Ygg & better answers. As for Play Area, I mentioned it to them at the show but Victor (the Pres. of WD) is apprehensive because of its age. Right now, they're looking at 232 Viper and Lamer. Wing Commander is due and is going this March. Crack World is history. British is nowhere in sight (it blew away) and Dark Wizard must be under the knife due to its adult theme. Sega has announced very little for the CD. It seems that the Gamers and Saturn are enjoying most of their attention. You're going to have to rely on third parties for this year's crop of Sega CDs. Robert Aschman, Chuck Raley, Scudator, Battle Corps, Helihead, Ygg, Dusk, Metal Knight and How of the Robots are all underway. Sega has Heavenly Symphony for late in the year, but there is little else to get excited about on CD from Sega. Hey, that's what third parties are for...work on that Saturn and those CD games! The question is, where is Fantasy Star? I want to see my RPG! Keep the letters coming, I'll be in Brazil!

The Footnote has a new address! Write to me at my new mountain cave (my dungeon collapsed in the quake!!). Thank God I wear a helmet!!

T.A. Footnote
5137 Clareton Dr. Suite 210
Agoura Hills, Ca. 91301



ONLY ONE WILL
SURVIVE!



DEVASTATING
AERIAL ATTACKS!

THE SEGA CD RAGE!



NEVER "WRITE OFF"
MR. PERFECT!



BEWARE THE
BANZAI DROP!



LIVE-ACTION
VIDEO OF EACH
SUPERSTAR!



PUNISHING
PILEDRIVERS!



BRACE YOURSELF! A supercharged lineup of 20 Superstars collide in the ultimate World Wrestling Federation® slugfest! Brawling, Thrashing in and out of the ring, action, brutal fight-to-the-finish Steel Cage matchups... and more!

Do **you** have what it takes to escape this ring of steel? It's time to unleash the Rage in the Cage™!



KOMING SOON
MORTAL KOMBAT®
ON SEGA CD™!



AKkaim
entertainment™





HANDS DOWN



You get all the moves of the international greats. Like a sliding tackle so real it'll knock you off your feet.

sports video games to capture the number one sport in the world.

FIFA International Soccer from EA SPORTS™. It's Italy attacking Brazil. A perfectly executed bicycle kick

It took the number one name in

by Germany. A header just past the goalie's reach and into the net by England.



Choose from all the classic formations. Stack your 5-3-2 line-up with a frontline of Brazilian speedsters. Then blow by the other team.

'94 GAME HIGHLIGHTS

- EXCLUSIVE FIFA LICENSE
- 2000+ ANIMATIONS
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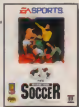


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SEGA SECTION

HEIMDALL



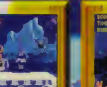
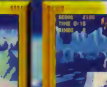
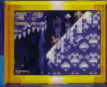
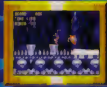
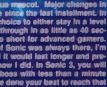
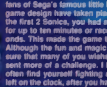
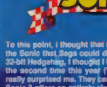
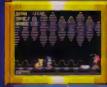
For RPG players, the emergence of a quality title is magnified ten times when compared to other genres. Good RPG's are rarely developed. If we're lucky, we might get four or five big winners in a year compared to action and shooting games, which seem to fall out of the sky. So, for me and for you, Heimdall is a big deal. Sega CD owners will finally get their second great RPG this April (Lunar was the first). Heimdall takes us back to the age of the gods, in fact the story surrounds them. Odin and Frey (the good gods) most powerful weapons have been stolen by Loki (the evil god). It's up to you and a motley crew of wizards, Vikings, thieves and rangers to search the hundreds of rooms, unlock the secret of each island and recover the stolen items. This is all explained (and fully narrated in one of the coolest opening sequences ever seen on the Sega CD). What makes Heimdall so



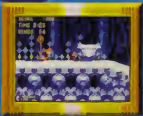
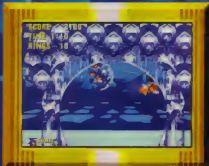
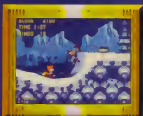
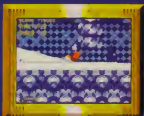
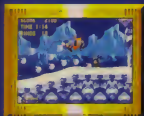


special is the amazing isometric viewpoint, vibrant programming, and wonderful graphics. The game is drawn and animated to perfection by...who else? Core and The Eighth Day. The fighting scenes in Heimdall are real-time and fully animated so, unlike other RPG's where you merely sit and watch, here you actually take place in the action. There are puzzles to solve, spells to cast and level after level of engulging and graphically wondrous labyrinth to solve. It's as fun as Land Stalker...really. Since the game came in just as we were closing this issue, all you're getting here is level one stuff. I'm going to be playing Heimdall all month if I have the game for it next issue, so I'll be back with the full scoop. I do, however, already have a word of advice for RPG and adventure fans, or anyone else. When this game comes out, buy it. I guarantee it will quickly become one of your all time greatest adventures. See you next month with lots more.





To this point, I thought that I had experienced just about all the Sonic that Sega could dish out. Barring a 3D rendered, 32-bit Hedgehog, I thought I had seen it all. I was wrong. For the second time this year (Virtua was the first), Sega has really surprised me. They certainly are on one heck of a roll. Sonic 3 offers an entirely new Sonic experience to the many fans of Sega's famous little blue mascot. Major changes in game design have taken place since the last installment. In the first 2 Sonics, you had a choice to either stay in a level for up to ten minutes or race through in as little as 40 seconds. This made the game too short for advanced gamers. Although the fun and magic of Sonic was always there, I'm sure that many of you wished it would last longer and present more of a challenge. I know I did. In Sonic 3, you will often find yourself fighting a boss with less than a minute left on the clock, after you have done your best to reach that

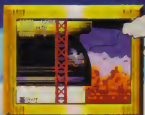
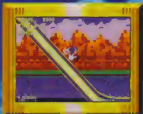
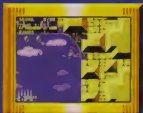


point in as little time as possible. These levels are huge and not at all linear. For the first time, you really have to work to beat each stage. Especially in the Carnival Night Zone, where you'll get bounced around like never before in a video game. My personal favorite level is the Ice Cap Zone. As soon as the great music kicks in and you see all those scrolls, you know you're gonna have a great time. Sonic has a couple surprises of his own this time out, he can now finally attack with more than a spin. These new attacks can be found and utilized until you take a hit, including: fire, water and lightning. The graphics in Sonic 3 are a huge departure from both one and two and are by far the best (on cart) yet. The amount of background scrolling is unbelievable, as are the colors on screen, shading and detail. Sonic now interacts with the backgrounds more than ever; raising terrain, spinning on tops and controlling bouncing cylinders. In the music category, Sonic 3 also excels with one of the best Genesis soundtracks that I have ever heard. This truly is, simply put, an entirely new game of Sonic. Another major improvement can be found in the two player game, which is no longer squished but a smaller ver-





sion of four all new levels, making it as fun as the game itself. Sonic 3 is as new and improved as sequels get and a fitting end to the Sonic series on the Genesis. If it is indeed the last 16-bit version. The import version on CD still ranks first with me but this game comes in a close second for my favorite game of Sonic, yet. Of course, Sonic will always be welcomed by gamers on any format. Characters with this much personality are a valuable commodity. Sonic boom, Sonic boom, Sonic boom...o'men sing it with me. If you don't have a Sega CD, disregard the singing portion. -E Storm-



HEART OF THE ALIEN



Virgin has done something very cool. They've taken the original Out of This World, added a sequel called 'Heart of the Alien' (that starts off right where the first ended), and put them both together on one Sega CD!...What more could you ask for? You get a five minute intro that shows what was happening to your alien friend, while you (Lester) were trying to save your butt, great CD music and sound effects, a longer quest where you control the alien and, new play mechanics and weapons, including a whip that allows you to swing yourself out of some pretty sticky situations. This work in progress looks to be one of the hottest Sega CD titles set for release this year, so keep your eyes glued to Sega Sector for a lot more Heart of the Alien coverage in upcoming issues.

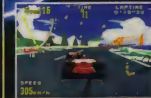
- BUD D.

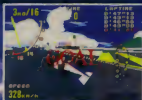


Virtua Racing

While attending the recent Winter CES in Las Vegas, one of the most popular after show activities was visiting the Sega World arcade at the new Luxor Hotel. The Luxor is the huge pyramid which has risen out of the dust beside the once mighty Excalibur, which now seems puny next to its new triangular neighbor. Not only does the Luxor feature a magnificent ambience and the best motion ride I have ever experienced, but it also houses a Sega lover's dream come true. Almost every high dollar piece of Sega coin-op hardware is housed inside its vast Sega arcade, including a 6 player, side by side, Virtua machine.

As I was duking it out with Talko and the guys from Virgin (next year Seth, you're toast), I was thinking how amazing it is that Sega can even bring a fraction of this experience home in a 24 mag cart, on a five year old 16 bit machine. Of course the

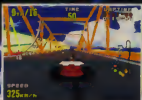
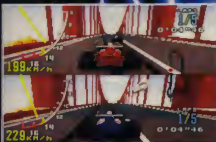




feeling of the hydraulically powered formula replicas must stay at the arcade, but the rest of the game, for the most part, is true to the original. Sega's DSP packs more power than ever imagined. The game not only looks and sounds amazing, but more importantly Virtua 'feels' great. It controls like a dream. The frame rate and level of speed is virtually identical to the arcade version, and although not as many colors are used, the same huge polygons are featured throughout. Virtua Racing won't hit the stores until sometime in May/June (FCC approval awaits the DSP), but we thought you'd want to



know whether to get excited about this one or not. So, we went down to Sega to grab these shots. I can safely say that if you like Virtua in the arcades as much as we do, you should be very, very excited. We'll bring you more on Virtua in an up coming review. - E Storm



DOUBLE DRIBBLE



This is definitely Sega's best year yet for basketball games. First we get NBA Jam and now Konami is ready to go with Double Dribble the Play Off edition. Anyone who owned a NES will recognize the DD name as this was the greatest basketball game ever created for the NES. Can Konami repeat? Bare in mind that I am not Mr. Sports (you'll have to see Taiko for that) so I'm not one for stats and actual teams and all of that jock stuff. I just like fun arcade style sports games and that is what Konami has delivered, big time! The graphics are arcade quality with huge characters and excellent detail as only Konami can deliver and the game moves fast. It reminds me a bit of Blades of Steel in the speed department as the ball constantly changes hands. Find a line and go for the dunk or be robbed! Stealing is a big part in DD so practice that ball control or the computer will wax you! You can substitute players during the game and save your season in the play off mode via a

password after each 2 out of 3 victories. Did I mention that this is an EIGHT player game? You got it! If you've got enough friends, invite 'em all over and fire up the Sega! Double Dribble is definitely fun against the computer but even better when you play a friend. We played for hours and I found Phoenix and Chicago to be the two best teams. You need speed and good shooters to win in this league! So now I finally have two great arcade style sports games in my Sega stash. What I didn't get in Jam I get here and visa-versa.

So, if you only buy two basketball games this season the decision is simple. Konami does it again!

- E Storm.



GRIND STORMER



A few years ago there was an overflow of shooters being released for the Sega Genesis, some good, some bad, but nevertheless this genre ultimately ended up being flooded and popularity waned. Then, with the event of Street Fighter II and all the commotion it created, almost any other type of game released didn't have much of a chance. Who can forget those great games of yesteryear like Truxton, the Thunder Force series, Atomic Robo Kid, Gaires, Musha Aleste, etc... They were and still are fun to play with high difficulty, simple and addictive game play, parallax scrolling and

more often than not, great music. Grind Stormer shares a common bond with these games and although it's not up to today's standards graphically, it has that same level of simplicity and addictiveness. Basically your objective is to blast everything in sight as you battle your way through hordes of aliens and enemy spacecraft. There's six levels to fight your way through with an array of special weapons at your disposal and only a limited amount of bombs (which you will need to save for the fierce bosses at the end of each level). One thing you should note about this game is it's difficulty.

Even on the easiest setting most advanced gamers will find this to be a worthy challenge. The graphics in Grind Stormer are only average as there's not much in the way of color and some flicker is present when large sprites appear. As far as today's technology goes with 3D shooters such as Slipheed and Starfox becoming the norm, Grind Stormer doesn't compare, but as a stand alone overhead shooter it keeps up and actually brings back fond memories of simpler times and simpler games. - BUD D.



SUB TERRANIA

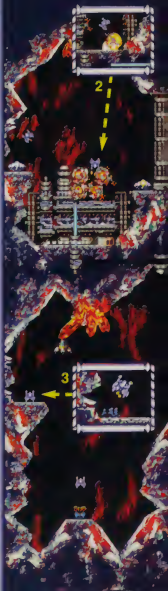


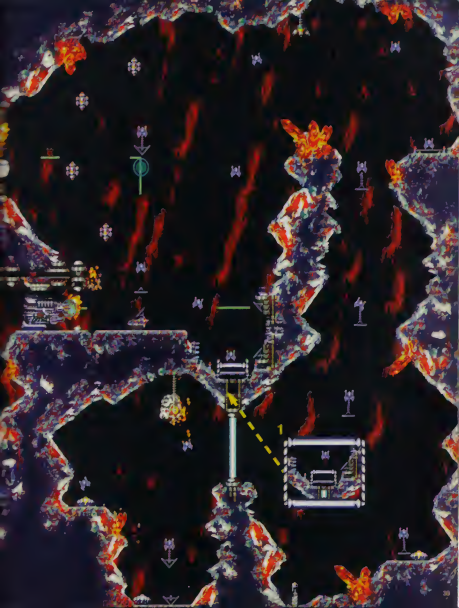
Sub-Terrania sends you deep underground on nine of the toughest recon missions you will ever experience. Are you looking for a game that is truly unique and requires that you hone special skills just to play it? Are you tired of side scrollers and shooters? If so, then has Sega got a game for you! Do you remember the days of Asteroids and Gravitar? Sub-Terrania mercifully starts you off slow but quickly becomes a paramount challenge.

If you are going to have any success in this game you must be patient and completely in control of your ship, so I strongly suggest checking in to the training mode to familiarize yourself with the experimental attack ship in each mission you are assigned a certain objective that must be carried out before you can proceed to the next. One of the toughest areas early on is Mission Three, (mapped to perfection on the next 2 pages) here you must pick up deflector shields, disengage lasers, pick up P.O.W's, and find your sub-module. It might sound easy but without mastery of your ship you will do little more than become part of the Sub-Terran. Look for a full review coming soon. - Kid Fan

REMEMBER THE IMPORTANT STUFF MISSION 3

- After deflecting the laser blast land here.
- Destroy this base to remove the force field.
- Don't forget the troops!







For years now Core has been making some of the best Sega games around. From Chuck Rock to Wonder Dog to AH-3 Firehawk, Core has always been a top developer. Now in '94 and beyond, you'll find their name proudly displayed on the outside of each box, as they have made the move from developer to publisher. One of the first offerings from Core in '94 will be Soulstar, (along with Battlecorps - which uses the AH3 engine, Skeleton Krew - a 3/4 view action gamers wet dream, and Chuck Rally - a kind of Mario Kart meets Chuck and Chuck Jr.). Soulstar takes the Sega CD to new limits as it not only scales fast and smooth through the entire game, but also uses all 64 colors on screen for the duration, creating a truly magnificent 'off the tracks' shooting experience. You know how you always see those far off sprites in this kind of game, and wish that they scaled in? Well, now they finally do. Soulstar is also unique, so when you complete a level the game doesn't stop, count up your score and load a couple of pounds. Instead, a cool segue brings you into the next level with some fantastic animation. It's like the whole game is linked together. In one of the two levels we played (which are pictured here), you are free to hover about the play field freely, so it's not all just straight ahead shooting either. All this should add up to a truly awesome and unique 3D shooter.

While attending the Winter CES I got a chance to hang out with Jeremy and the staff of Core. They assured me that as the game progressed they would update us regularly, so look for a lot more on Soulstar in issues to come. Soulstar is scheduled for release sometime before June. Core continues to be the best reason to own a Sega CD. - E Storm





MEGA TURRICAN

In the early days of the Sega Genesis the name Turrican meant, "slay away, bad game inside". Then all of a sudden, Super Turrican for the Super NES showed up and changed all of that. Was it just a flash in the pan? Well,

apparently not, because now Turrican is back once again, this time for the Sega Genesis. Would you believe that this game is actually better than '83's Super NES version? These days

Action/Platform games are many, so for one to be worth buying it must possess something or some things to set it apart from the pack. Features like music, graphic detail, colors, play mechanics and length are now critiqued more heavily than ever, and I can honestly say that Mega Turrican delivers in all of these categories. The music is a mixture of rock and techno and is accompanied by digitized speech, when power ups are acquired. It is clear, has a great beat, and

keeps you motivated throughout the game. The artwork and detail in MT is excellent with detailed textures on just about everything. Well drawn sprites and backgrounds

appear throughout each huge level, and some times you'll swear you're looking at more than 64 colors. Scaling and rotation are also featured sporadically throughout the game. In the play mechanics category, MT also delivers with several different shooting weapons, a grappling hook to cling to walls and ceilings, and the ability to roll, shielded, while dropping bombs. Each level in Mega Turrican is not only huge, but boasts both vertical and horizontal elements, as well as a nasty and often spectacular boss. So, Mega Turrican truly has it all, making this character's comeback one of the most successful ever. Now if they could only get that "Wayne's World" thing right.

- Takahara

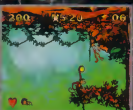
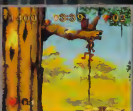




SEGA PREVIEWS



Here are two of the works in progress over at Virgin games. Demolition Man and Jungle Book for the Sega Genesis. Demolition Man is a real surprise, it really caught our attention at the Winter CES. The animation graphics and sound effects are excellent and the game does a great job of portraying the look of the movie (even Stallone's grunt is perfect). Look for more on this one soon. Jungle Book is also nearing completion and looking better than ever. You won't believe the incredible animation and detailed graphics. Some people think this game may be better than Aladdin and, from the looks of it, they may be right. We'll bring you more on both of these games in the months to come. -E. Storm



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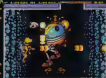
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Battlemania



For some time now you've seen Battlemania featured in E. Storm's Import Update. It is still not clear if this game will see the light of day over here, but it still remains one of the few shooters to ever receive a perfect score of 100 in Japan's acclaimed Famitsu magazine. The prequel to Battlemania, "Trouble Shooter" came out here in '91 and went by virtually un-noticed, so a U.S. release is doubtful. You may have to seek out an import version if you want to add this great shooter to your Genesis stock pile. Battlemania follows Vic Tokai's first serious Action Platform effort "Socks". You can see the similarities in the graphic detail and hear it in the music. This team of programmers has a lot to offer and hopefully will continue delivering quality titles under the Vic Tokai label. Battlemania is a side scrolling and vertical shooter that truly breaks new ground in the shooting genre. Huge sprites, lots of graphic tricks and two girls flying together, controlled by one player, truly puts this game in the 'unique' category. The music, graphics, art-work and bosses are all done very well, and the difficulty is set just right. You don't have to work so hard, avoiding a hit, to enjoy the game. Energy and power-ups are placed perfectly, so if you are playing well you will surely see the boss at level's end. How much energy you have left when you get there is another story. In closing, I wouldn't say that Battlemania is a perfect 100, few shooters will ever achieve that lofty goal, but it is a solid and well thought out shooter. It is definitely worth checking out. Let's face it, there haven't been that many good shooters since the flood of '91. - E. Storm



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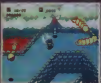
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E Storm's Import Update

MEGA DRIVE

Where is it? I didn't see Art of Fighting at the Winter CES but here it is, available now for the Mega Drive. This version of one of 93's best fighters is excellent! You won't find the scaling in & out in this version but you will find some awesome line scrolls, huge detailed sprites and excellent control. The sound effects could use some work, (they sound alot like the Sega version of SF2) but other than that, this is a great fighting game. I did see World Heroes at the CES and it looked pixel perfect. That game is nowhere to be found in Japan. What, are they sharing? We'll try to bring you World Heroes next month. -E. Storm



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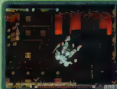
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PLANET SNES




G2 GENERATION 2



If you have owned a Sharp PC98, an FM Towns or a PC Engine CD, you have played one format or another of G2 (so most of you probably have not). For those of you who are not familiar with this game, I believe that you are in for a pleasant surprise. G2 mixes side scrolling arcade action with





one of the coolest cyber suits ever to grace a video game screen. Graphics, control, play mechanics and diversity, G2 has it all. Set in the year 2280, 50 years after the last intercontinental holocaust, G2 is something you would've seen Arnold Schwarzenegger doing prior to his stop the violence campaign. The CEO of the Conex corporation, Jeff Hazard, has developed a new technology which he ultimately plans to conquer the world with, and has vowed to crush anyone who gets in his way. You must play the role of Ken Ryugasaki, an android and intercontinental holocaust veteran. He alone is the only one who is capable of piloting the prototype Tracer LB4 exo-suit and also the only being who stands a chance against the new

Conex mega weapon. Although this was very early, I must say that what I saw and played was awesome. G2 utilizes the SNES's color palette and scrolling capabilities perfectly and has great music that has you tappin' on the old ASCII pad during the intermissions. The control in G2 is great, there are a lot of things you can do with your huge cyber suit, including: running, high and low kicks, slashing and flipping. There are also several weapon upgrades including the Betty, a powerful little pod that you can send out for mass destruction. Kemco made a great decision picking up G2, a 16 bit version of this awesome game is long over due. There is always a place in this market for a good, innovative action game. Look for more on G2 in future issues of Game Fan.

- Joe D





If you frequent your neighborhood arcade, and you've managed to pull yourself away from SF2

KI

long enough to hit the token machine, you may have noticed "Knights of the Round Table", another great Capcom coin-op game.

Once again, Capcom has brought the arcade experience home with yet another great SNES translation. The King of Dragons is the new name for this great game. Set in mythological times, you must choose one or two of five warriors to slay your prey: The Fighter, Elf, Wizard, Dwarf and Cleric each have their own attacks, strengths and weaknesses. The goal is simple; defeat your enemies (animal, reptile, human and undead) and slay the red dragon Gildiss. By now you may be thinking that this is just another side scroll punch and kick, but that is not the case. There are many things here that help this game overcome that label. For starters the graphics are arcade all the way, as is the music. The use of color and the artwork is perfection throughout. Also,

MA

instead of long drawn



THE KING OF DRAGONS

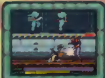
out levels with repeating backgrounds, this game is comprised of many short diverse levels. You never get that mid level burnout after you've killed the same guy a hundred times. This game manages to stay interesting the whole way through, with new enemies that use different attacks and grow stronger with each level. Other nice touches are the character interaction and the ability to power up your weapon throughout the game. I can't

tell you how nice it is to play a Capcom action game again, they do it so well. I hope that this will be the first of many more to come for the SNES, Genesis, Saturn and Project Reality. I still get a special feeling every time I play Ghouls and Ghosts, and I am still waiting for a translation of Bionic Commando to show up on any system. We'll have a complete review on The King of Dragons next month. - E. Storm



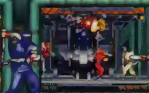


THE NINJA WARRIORS



One of the most famous games in Taito's impressive stable of quality software is The Ninja Warriors. This fantastic side scrolling, arcade fighting game, was a huge coin-op hit, and set the standard for games of its type for many years to come. Ninja Warriors appeared on both the PC Engine CD and the Mega CD much to the delight of Japanese gamers, but never had a chance to make any sort of impact on the 16-bit Nintendo...until now! This new SFC SNES Ninjas Warriors only shares its name with the coin-op classic, other than that, everything is completely new. In this version of the Ninja Warriors, the story begins with a powerful eco-

nomic nation in the midst of an important turning point that may threaten its very existence. An evil tyrant "Banglar", is using his army of thugs to coerce and brainwash the people of the nation into giving him absolute power. It seemed as though the prospect of an amicable nation was also destroyed...but a glimmer of hope did indeed remain. A small group of revolutionaries, led by the rebel "Mulk", plotted to overthrow Banglar and his evil storm troopers and bring the balance of power back to the people, where it belonged. While Mulk was testing his secret weapons (three high-tech robotic Ninja Warriors), Banglar launched an attack of his own and Mulk was forced to use his unproven robots. In this one player game, you can select from one of three Ninja Warriors: Ninja - a 6 foot 9 inch tall, 1500+ pound robot; Kunolch - a 5 foot 6 inch, 143 pound female robot; or Kamatachi - a 5 foot 3 inch, 220 pound hybrid robot. First of all, let me say that this game is absolutely fantastic, easily the best game of its type for the SNES, and eclipsing even its legendary arcade papa. The big Ninja is great with his many-man throws and the girl is a smooth, fluid, thing in motion, that is fun to play. But, if beating the game is your main focus then pick the Swiss army-double edged-cuisenart gnarler named Kamatachi. The graphics and animation in NW are amazing, and the coloring and shading are great. Everything you see is very high-res and all the characters fall into that magic not-too-big-not-too-small category but, it is the character animation that impress the most. The only side scrolling fighting game that offers this level of smooth movement is Capcom's Punisher. In the arcade (my #1 favorite action fighter). The arcade comparison is appropriate because from the play control to the music, your guttin' the arcade experience at home baby! If NW had more than levels and had 2 players, it would be on my SNES top 5 list and what a list that is! - K.LEE



The Pirates Of

DARK WATER

Sunsoft has geared the video game industry with some great games in its time, like *Blaster Master* on the 8-bit and more recently *Aero the Acrobat* on Sega and SNES. Their latest addition to the world of gaming is *Pirates of Dark Water*, which takes a fairly common concept and makes a good game out of it. On the world of Mer, Ron learns of his destiny from the dying King Bloth. He, along with his friends Ior and Tula must find all the treasures of Rule in order to return his homeland to its previous stature. The play control in *Pirates* is very similar to *Final Fight* with numerous moves and attacks for each character. The levels are actually longer than *Final Fight* or *Rival Turf*, and once you get to the end of the level you're greeted by some pretty wicked bosses. The music is good, although it gets a bit repetitive after extended play. Graphically the game looks great, but I would like to have seen more animation on the characters. Line scrolls are featured throughout and Sunsoft makes good use of the SNES's color palette with detailed shading and excellent artwork.

Normally, I would steer clear of the standard kick and punch game, but in this case there is enough diversity to warrant purchase and the game has a great story line derived from the TV series of the same name. Sunsoft continually puts out quality and *Pirates of Dark Water* is no exception. Although it doesn't pack the punch of an *Aero* or *Warner Bros.* title it still makes a brave attempt at a dying genre. - Joe D





Great action platform games have been few and far between on the SNES for some time but here is one that should satisfy even the toughest critics, *Jungle Book*. Orphaned as a young boy and raised by a pack of wolves, it is up to you

to get 'Man Cub' back to his own kind after being cast out by the wolves. This game features the best animation I have ever seen on the SNES along with brilliant color and artwork. This is a first class effort all the way! The levels in *Jungle Book* are as diverse as they come with virtually no repetitious game play. They are long and very fun to play, stretching both vertically and horizontally. The character interacts with much of the backgrounds as well as friends and enemies making this a complete Disney movie experience and a great game. Playing this game made me wish that the Sega version of *Aladdin* had been released on the SNES. The added color and great music really comes across in this one. The JB team at Virgin has definitely got the SNES dialed in. We'll have more on *Jungle Book* next month. - Takahara

WALT DISNEY'S CLASSIC The Jungle Book

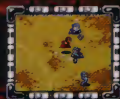


MEGAMAN'S SOCCER

In what could be considered a stroke of good luck for SNES owners everywhere, Capcom is bestowing upon us a second Mega Man game for the 16-bit Nintendo in early '94. This time around, Capcom's titanium mascot finds himself in a fast paced, easy-playing arcade style, soccer game, that has the potential to attract both the Mega Man devotees and soccer fans eagerly awaiting this year's World Cup competition....and now on with the festivities. In Mega Man Soccer, a mysterious explosion has brought an important sports match to a halt, forever changing the way the game is to be played. Dr. Light, creator of Mega Man, must modify our titanium hero to take on an evil group of robotic soccer players who, if victorious in their match, plan to take over the world. In typical GameFan tradition, we shall not dissect this game and give away too much, as this is just a preview.

What can be said, however, is that MMS has the potential to become a major hit. The graphics are well shaded and very high-res. There are many different, and very cool, backgrounds which add diversity. Most importantly, it's a blast to play either against the computer or a friend. We'll go more in depth on this great new title in a future issue of GameFan and maybe, if we cross our fingers, Capcom will give us another Mega Man for '94.

— K. LEE





Can you overcome the evil of Nazi Germany and destroy the leader of the Third Reich, Adolph Hitler? In Wolfenstein 3D, from first your publisher Imagineer, it is your duty to infiltrate the castle and bring an end to the reign of terror by demolishing what is left of the inner sanctum of the Nazi war machine. At least this is the story that the designers had intended for you. Wolfenstein 3D is based on the revolutionary, violent PC game by ID Software. This multi-level, first person contest will



test your mettle against some of the nastiest villains ever seen in a video game. The first person graphics are similar to those Ocean used in Jurassic Park and seem to be loosely based on ID's 3D graphics system. The game is being tuned down some for its SNES release, but all of the action that made the original a classic is present in the Nintendo game. In fact, even though the Hitler/Nazi war machine storyline has been edited for Nintendo's "Liddle Kiddle" marketing program, you can still see swastikas and Hitler's likeness on the capital walls (you know, it's the original level test that's important...not the actual game environment! Someday, somebody is going to have to explain Nintendo's censorship rational to me...it's too complex for my little pea brain). The only real negative to Wolfenstein will apply only to those of you who have seen the PC game, and that is in that the SNES just doesn't have the horsepower to effectively present the awesome 3D environment that is key to the game. Also, in making the transition to 16-bit, the creators have had their day and the graphic violence that was so gripping in the original is much tamer now. Taking both of these comments into consideration, I still recommend this title for its great play environment and intense action. Wolfenstein is one of the best action games on the SNES and one of the most engrossing, addictive titles of the year. Imagineer has shown excellent taste in their first two releases and it looks like a strong, new publisher has found its way into the world of Super Nintendo. - Telio



Eek! The Cat



Take Eek the Cat. He's well meaning and goodhearted, but tragically unlucky. Throw in some ill-fated friends stuck in a series of extremely sticky situations and you've got Ocean's upcoming release Eek! the Cat. This action/puzzler is composed of five stages wherein you must protect your friends from imminent disaster and steer them safely to the exit. Armed with only a wet fish and careful planning, Eek has to kick, push, switch, and basically do whatever it takes to keep Granny, Anabelle, the Squishy Beers and even Father Christmas from horrible happenings. The game itself is all about interacting with your dazed and confused friends. By carefully planning out each level, you can safely get them through the hazards and pitfalls with as little damage as possible. The graphics and music in Eek the Cat are excellent and the characters are drawn and animated just like the cartoon series...KUMBAYA! Featuring a special brand of humor, unique gameplay and the right amount of action and puzzle solving, Eek the Cat offers a nice change of pace from the recent look-alike, play-alike games that have been coming on stream lately. — Bud D.

FEED ME





THE TREASURE OF SIERRA MADROCK

Yabba dabba doo. Well... maybe. One of everyone's favorite cartoons of yesteryear, The Flintstones, is about to make his debut on the Super NES. The story line is simple. The Grand Poobah of the Water Buffaloes club is announcing his retirement and he has devised a plan to choose his successor. The first Water Buffalo in the town to find the sacred treasure of Bedrock will be crowned the Grand Poobah. Learning this, Fred and his faithful companion Barney set out, on the long journey through Bedrock, to find the treasure. The game plays very similar to Super Mario Bros. and has some Joe and Mac characteristics as well. Fred and Barney must roll dice to decide how many spaces to move (it's almost always a 1), and if our Bedrock buddies beat the level they land on, that is where they will roll the dice next. There are four main parts of Bedrock to go through and in each one there are bonus levels, bosses and the old ball and chains, Wilma and Betty. They drag you back home, by your collar, if they catch you. The object in each level is to catch up to one of the other Water Buffaloes and challenge him to a race in the town coliseum. Only after beating him there (a la Mario Kart), can you advance to the next level. We'll go in depth on control, graphics, colors, artwork, music and playability when we review the Flintstones. In my opinion the game still needs some tweaking on the control side and I miss the moves found in the Sega version, but overall this game should please fans of the Flintstones. Joe-D





LETHAL ENFORCERS



You saw it on the Genesis and the SegaCD, so it was inevitable that you'd see it on the SNES. If you only own a SNES, now you can go to your favorite video game retailer and buy a really big box, containing a great game, and the ever so deadly, Justifier. Oh, and if you're not 17, no worries,

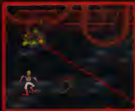


Nintendo hasn't adopted a rating system as of yet. Now onto the game. As you can probably imagine, anything that is done by Konami is good, if not great. Lethal Enforcers certainly falls right in line with the Konami line up. The digitized graphics are done very nicely giving the full arcade effect, and the sound FX is all there right down to the "don't shoot" and "ya missed me". The Justifier also works very well (unless you're shooting at a 12 inch screen from 8 feet away). The SNES version plays exactly the same as all of the other formats where you must shoot all the bad guys in hijackings, bank robberies, etc.... while avoiding Mrs. Jones who's making her social security deposit in the bank. Oops, I

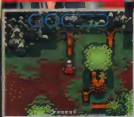
think I just hit her. Well, now she can collect disability also. If you were a fan of the arcade, or your backyard isn't big enough to blow soda cans off a fence post with your .22, Lethal Enforcers for the SNES will provide you with plenty of satisfaction.

Joe D





SNES PREVIEWS



This month, we direct our attention to two games that look especially good for the SNES: *Addams Family Values*, from Ocean and *Space Ace*, from Absolute. The Addams Family game is reminiscent of the classic 8-bit title from Sunsoft. This Action/Adventure title sports some of the most detailed and colorful graphics you have ever seen on the SNES, along with a truly great soundtrack. Look for lots more on this one as soon as Ocean lets us roll it out. Absolute has taken the besting LD version of *Space Ace* and turned it into one of the most fun and unique SNES titles in recent memory. A marriage of reflex action and platform jumping adds up to a fun game. The color, graphics and music in this game are all excellent. We'll have a full review next month. - E. Storm





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Twin Bee



When I think about Konami one word always pops into my head...tradition. For years now they have brought us incredible games both in the US and Japan. Speaking of Japan, that is where the Twin-Bee characters became famous, similar to our Warner Bros. characters. Twin Bee appeared first on 8 bit then made their way to the PC Engine and finally to the Super Famicom with a successful line of overhead shooters. This is the first time they have been showcased in an action title. Twinbees are actually pods piloted by one of three human characters, Twinbee, Gwinbee and Winbee. They each have their own method of attack and strengths and weak-



nesses. The game plays like a mixture of Sonic and Mario with added flight techniques. The pods can fly and hover or power punch by charging and capture and upgrade several weapons. The game itself is made up of huge mazes, stretching both horizontally and vertically (you can fly 9999 meters straight up) so a lot of searching is required to clear each stage. But that's OK; the graphics, playability and music are so good that you won't care how long it takes, this is a great game. Because it is so unique and so different, (as is Goemon,





Use this simple pattern to defeat the third level boss!



Konami's other famous Japanese characters) Twinbee's fate over here is still unknown. Releasing a game without a big name behind it is a big gamble these days so Konami is being careful and watching this game's progress overseas before they make a decision. Personally I feel like that is why we are here. If there is a great game out there that people know little about it is up



to us to bring it to you and see if you react. Look at Gunstar Heroes, No one knew what that meant 6 months ago but they are fast becoming a household name. I think the same would probably happen with this game if it were to come out here, we'll see... We just had another tremor, so I gotta go... fast! - Takahara





BASTARD!!



With the lack of quality softs available for the Super Famicom (the Japanese version of the SNES) it seems that most companies instead of wanting to make games like Gunster Heroes and Mega Man still believe that Mode 7 can sell a game. I don't think so. "Bastard", the new fighting game from Cobra Team, is about as basic as you can get in a fighter. While most of the backgrounds in the game are sharp and have very cool Mode 7 effects, the thing I didn't like was how slow the game was and the lack of any challenge or strategy. You simply move right, left, up and down and try to shoot the other guy. Most of the time I found myself going crazy because it's more of a shooter than a fighting game and as a shooter it's very weak. The characters are drawn like stick figures, and in order to do a move you have to do like a 6 button combination which rarely ever works. And when it did work, I really never found the moves to go with the flow of the game. If they could've taken the background and turned it into a full on shooter like Thunder Force this could've been a great game. More companies need to go back to the basics and make games from scratch. They should design their own and take input from all those game players that are never given a choice because of high air position. You can find them lurking in the hallways of most companies but seldom are they heard. Cobra Team has taken fighting and shooting, combined them and then basically run out of ideas and released a real bad but good game. I'll have...

—Chaos





YOUNG MERLIN
FOR THE SUPER NES™



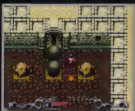
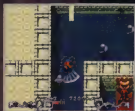
Westwood

Distributed and published by



Developed by
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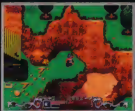




E Storm's Import Update

SUPER FAMICOM

This month, we're taking a look at Enix's Brain Lord, a game that WILL be making its way to the US this year. Brain Lord plays a lot like Zelda and has the graphics and musical quality you've come to expect from Enix. Illusion of Ghibli will be Enix's first US release this year (also an amazing game) and then look for Brain Lord to follow close behind. Also pictured here, and coming soon to the US, is King of the Monsters 2 from Takara. If you liked this game in the arcades you won't be disappointed in this great SNES translation. It's all here, from the titanic sounds to the huge sprites. All of these games are out now in Japan but on their way to the US as we speak. The other game shown here is the smazzazing looking new Final Fantasy 6, a 24 Meg RPG player's dream come true! You can bet that the lines for this game will start forming about 2 days prior to the release of this, Japan's favorite game, this April 2nd. A US version of this game is also scheduled for October this year. Will FF 6 (3 in the US) and Lunar 2 make it out for RPG of the year? You can bet on it! Square is also readying Breath of Fire for a July release. More rpg's...I love it! See you next month with lots more from Japan.





PC Engine shooter fans are no doubt familiar with the Darius name. The original stands as a PC Engine classic and even today the music CD (from the popular Zuntata band) continues to sell in Japan. Now comes the second installment, this time on Super CD. Although this is a new game, it's old news to Mega Drive and Genesis owners. It's pretty much a copy of Darius 2 (Sagie here in the US). As expected, the soundtrack is great, but the game itself pales in comparison to



SUPER DARIUS

the original version. The graphics in Super Darius are great but the game is plagued by repetitive back grounds, slowdown, and flicker. Another annoyance are the cheeseold sound effects. We've all heard them, those famous PC Engine static crackles that make the hair on your neck go up. Oh-yes, they're in there. Big time Darius or Zuntata fans my want to seek out this title for its soundtrack and overall bigness (it's 28 levels altogether) but, those in search of the ultimate shooter should pass on this one. With the new card upgrade just around the corner, great shooters are sure to follow. - E storm



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JAGUAR'S DOMAIN



One of the most anxiously awaited Jaguar titles has got to be *Aliens vs. Predator*. This 64-bit, first person search and destroy is the first game to really show off the system's potential. The shots you're looking at here are early so a lot of the sprites aren't final, but what we can tell you is that the frame rate is unbelievable. It is at least twice as fast and smooth as the 3DO's "Monster Manor" (which has no floor or ceiling), especially when you play as the Alien—those Xenomorphs can really fly! The objective changes as you assume the role of either the Alien, Predator or Colonial Marine. As the Marine, you must wipe out the Alien and the Predators including their home bases. As the Alien or the Predator, you must make it back to your ship...alive. The complex is fourteen levels and you start right in the middle! As the marine, you can use the computers but as



the Alien or Predator it will take speed or power to get you through. As soon as we can get a final on this one we'll bring you a full-on gnarler review. The street date for AVP is set for April. We met the head of Rebellion (the team responsible for this and the upcoming Checkered Flag 2) at the CES and were very impressed at how dedicated they are to not only the Jag but to you and if everything they do for the Jag will surely be an event in itself! Enjoy Tempest and I'll see you soon in the halls of AVP!





TEMPEST 2000

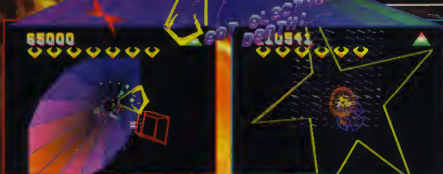
As countless companies search and survey for the next big thing, Tempest 2000, based on a design dating back to 1981, will surely become one of your most cherished pieces of software the moment you start to play it. If you haven't purchased a Jag because you've been waiting for that first real 3D game to surface then wait no longer. The new, fun, colorful Tempest 2000 includes four individual Tempest games: Traditional Tempest, a good training ground for the more advanced versions;



Tempest Plus is a combination of 2000 and Tridimensional, where you can use the assistance of a friend or second player. Tempest Duet allows two players to head-to-head with Tempest 2000. Every player blast fast down a well-known hole so long they don't leave permanent footprints in the family sofa. From the opening title screen to the awesome, colorful and blaring gameplay this is shooting bliss! The speed and fluidity in which everything moves screams for higher as you acquire the main needed, all new power ups and blast your way through constant and ever-changing colorful, layered shapes. My advice in 2000 is to locate the first enemy in the sphere. Shoot him, wait in that spot for the particle boss power-up and then shoot well in an effort to receive your third power-up which is the jumping option. This power-up is the secret to success. For a 2-Droid is another great new option, he acts like a second player shooting everything in his path. As you progress in 2000, you wear up with each new shape to the point where you are so dizzy in that you will feel like the controller is an extension of your body. It's confusing, it's entertaining and it sounds freakin' amazing as it rocks and talks... Sure it's housed in a cartridge!

Although I may sound excited about Tempest 2000, the only real way for you to know how cool it is, would be to actually play it. This is one of those rare games that you just can't put down. In fact, I believe that this game by itself is worth the Jag's price. Tempest 2000 is further proof that the next level of gaming has arrived. I say that having never played Tempest prior to this day. These graphics, coupled with the awesome play mechanism and the best techno I have ever heard could not be even closely matched on any other system currently available. The Jag is for real. I hope it lasts.

-S. Stone



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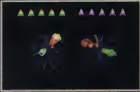
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Our guy looks like he made it through **MANSSION OF HIDDEN SOULS** with hardly a scratch. His wired jaw works pretty well and his new dentures are shiny white. The large bald spot on the back of his head doesn't seem to bother him. All of his organs, as far as we know, are original and still in the same places. And we don't hear him complain about the hair that won't stay down or the hands that won't close. Of course, we don't know anything about his mental state.



SEGA CD™

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Torrance, CA 90501



Twisted

This game really is TWISTED! You are in control of a broadcast quality game show that is kind of a bizarre combination of Concentration and MTV. Humor is the key to Twisted as you and up to three friends compete on the Humongous Helix (90 stairs that offer different board game style puzzles), overcoming a series of challenges to reach the top and victory...an all expenses paid trip out of TV Wasteland to REALITY...or whatever lies on the other side of your TV screen. With a roll of the Cyber-Die, you are off and moving around the game board and responding to the puzzles and curve balls that the matrix throws at you. The interaction is non-stop as the show's host, Twink Fizzdale cracks jokes, bags on the contestants and makes your life a living hell as you answer trivia questions, sort out face puzzles, "zap" commercials and try to avoid the Torture Square and the Bomb. Twisted is an extremely unique game and one that, after many plays, remains surprisingly fresh, thanks in large part to the CD-ROM's massive storage capabilities and the quality humor found throughout the game. I expect that this will become somewhat of a party favorite in the near future. And that is really how the game should be played...the more, the merrier. Although action fans might yawn at the prospect of a game like Twisted, they should take a second look. The game is challenging, creates great competition in multi-player mode and is hilarious. EA has a very unique, gutsy game in Twisted and one that every 3D0 owner should take a look at. *Talko*





JOHN MADDEN FOOTBALL



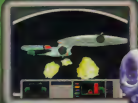
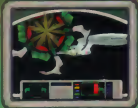
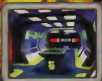
EA Sports has rewritten all of the standards when it comes to football game design with Madden 3DO. As you may have seen in the last couple of editions of GameFan Sports, this version of Madden has established new levels of graphic and play quality that are unmatched in the history of video games. I have been playing this game extensively over the past few months and I am still completely engrossed and addicted to Madden and my 3DO. When you play the game, it is not enough to simply go through the playoffs and to the Super Bowl with your favorite team. You will find yourself picking every team in the league and, before you know it, you're taking control of Tampa Bay with visions of world championships dancing in your head. With all of the firsts that Madden 3DO has established, the primary achievement is EA Sports' complete, broadcast quality presentation that has Madden in the chair, taking you through the playoffs with commentary and team analysis that is FAR beyond anything you've experienced in a video football game. The great thing about all of this is that you can PLAY this broadcast, not just watch it. This is NOT Multimedia...It is sports gaming at its pinnacle that just happens to have a TV broadcast wrapped around it. This game is definitely a keeper and one of the best reasons to consider buying a 3DO...gaming ~~isn't~~ get any better than this. - *Talko*



STAR TREK THE NEXT GENERATION


Spectrum HoloByte is currently moving at warp speed to deliver what looks to be the definitive Star Trek game, *Star Trek: The Next Generation—A World For All Seasons* for a spring release.

As in the series, *ST:TNG* is based on a complex story line full of action, drama and intrigue. The *Enterprise* and its crew find themselves enrolled in a civil war that will determine the future of an entire planet. In this epic game, the player will have to work to unite warring factions and ultimately save an ancient, endangered race. In addition to the interactive story telling nature of the game, there are going to be three different arcade sequences, including the all-out digitized, real time space battle shown here. What will make this title unique is that the engine used to create the interactive environment in the game has been designed so that every game played becomes a new adventure. This is accomplished, in part, by allowing the player to switch between characters during the flow of the game. You can begin the game as Deanna, switch mid-game to Captain Picard and finish the game as Data, changing the nature of the experience as you change characters. The graphic quality in the game is so high that you'll swear that you are talking to the real characters and the music promises to be in keeping with the somber nature of the plot. This is the game that all fans of the series have been dreaming about and it looks like Spectrum HoloByte is going to make it worth the wait. Look for more coverage of this spectacular new title in future editions of the 300 Zone. —Talko





SUPER WING COMMANDER



It is the 27th century and mankind is locked in a deadly war with the Klrathi Empire. It is the charge of you and your wing men to battle the tiger-like Klrathi aces in deep-space dogfights in an effort to save humanity. In *Super Wing Commander*, the plot evolves through a Hollywood type, cinematic storyline that stretches over 72 levels of intense dog fighting action. For anyone familiar with the PC or SNES *Wing Commander* games, you are going to be thrilled with the upgraded 300 version of the game. *Super Wing Commander* takes the technology one step beyond, using the advanced graphic capabilities of 300. All of the spacecraft and cinematic sequences have been completely re-drawn in thousands of true colors, giving them a photo-realistic look. And the gameplay is as engrossing as in the other versions of the game, with a combination of action and strategy that will have you playing again and again. Although the version of the game that we received is not quite finished, *Super Wing Commander* looks to be one of the best titles that will appear on the system this year. Look for a full review of *Super Wing Commander* in an upcoming issue. - Talko



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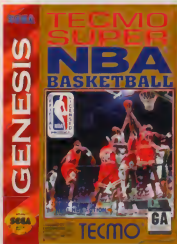
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GAME FAN

SPORTS

**GF SPORTS TEES
OFF WITH PEBBLE
BEACH GOLF
LINKS ON 3DO**

**WORLD EXCLUSIVE
REVIEW INSIDE...**



ALSO INSIDE:

**WORLD SERIES BASEBALL
PEBBLE BEACH GENESIS
MLBPA BASEBALL
WALSH SNES**

TALKO TALK

As you can see in the pages laid out before you, the new PGA season is in the air and golf games are a big item in the sports gaming market this spring. Golfers and gamers are a lot alike. They both possess almost a religious conviction and dedication to the hobby and are likely to drive their friends and relatives nuts with their obsession. I happen to be afflicted by both diseases. In the video game world, golf games have been some of the more successfully designed sports games across all platforms and they have been some of the most consistent sellers. PGA Tour from EA Sports, Hole in One from HAL, Arnold Palmer from Sega and the True Golf Classics series from T&E Soft have all sold well since release and they continue to be displayed on retailer shelves. If you think about it, golf games are a great way to judge the success of the next generation hardware platforms. Golfers tend to be in the adult, upper middle class grouping and they are the ones that have the discretionary income to purchase systems like 3DO, Jaguar, PS-X, Saturn, etc.. It is no coincidence that golf games are usually among the first to appear on any new platform, they help move hardware. If you have 700 bucks to drop on 3DO, the logic goes, then you likely fall into a certain demographic (advertising lingo) that typically overlaps with the golf world. In addition, sports games represent up to 30% (depending on whose numbers you believe) of total software sales in the US and golf is one of the more popular styles of games worldwide (especially in Japan). So, when you see Pebble Beach and, later this year, PGA Tour and Waialae Golf at your local game store, think about how those hackers are driving hardware sales. If you make them happy early on, then all of you action gamers out there will be much happier later.

Talko

**TRUE
GOLF
CLASSICS**

PEBBLE BEACH GOLF LINKS



Like most golfers, I have never played Pebble Beach or its sister courses (Spanish Bay and Poppy Hills) in Carmel, California. What sports video games have been attempting to achieve over the past twenty years, I believe, is a greater and greater degree of accuracy—both in terms of the graphical depiction of the game and in the play mechanics required to simulate the real thing. With 8 and 16-bit systems, the desire was there but the systems did not have the horsepower to drive the developers' dreams of simulating a "real" world. Now, the gaming world has 3DO and sports gamers have a chance to finally compete in an electronic world that rivals the real thing. Thanks to Panasonic and T&E Soft, golfers and gamers alike can now play, electronically, on a virtual copy of one of the most beautiful courses in the world and experience what few people have been able to...a four day tournament at the "clim bake". This site is the home of the AT&T Classic (formerly the Crosby) and is considered one of the toughest courses on the PGA Tour. Whether conditions change from one moment to the next and the wind is a constant threat to those trying to break par. Through the sheer graphical power of 3DO, these changing conditions have been captured in this game and the graphical detail of the course is accurate to the most minute detail! I have been playing golf since I was 13 years old and golf video games since

Hole 1



Pebble Beach Golf Links

Hole 2



Pebble Beach Golf Links

Hole 3



Pebble Beach Golf Links

Hole 4



Pebble Beach Golf Links

Hole 5



Pebble Beach Golf Links

Hole 6



Pebble Beach Golf Links

Hole 7

Pebble Beach Golf Links

Hole 8

Pebble Beach Golf Links

Hole 9

Pebble Beach Golf Links

the days of the Atari VCS...hoping that this day would arrive. Pebble Beach Golf Links not only looks like a dream, but plays like one as well. Making use of the transparency capabilities of the 3DO, T&E reworked the swing mechanism from the SNES version of the game and created a working mechanic that keeps you on the course instead of concentrating on icons that take away the feel of physically being on the fairway. Like the 16-bit versions of the game, Pebble Beach keeps track of your statistical performance over the course and will create a history and adjust the handicap for your golfer. Sports gaming just does not get any better than this. Feature for feature, it is the most complete, dedicated simulation ever created for a video game system and, with its real-time imaging, meets even Links 386 on PC. If you own a 3DO, this is a no-brainer. A quality game like Pebble Beach Golf Links will always have a place on my shelf. - Telko

Hole 10

Pebble Beach Golf Links

Hole 11

Pebble Beach Golf Links

Hole 12

Pebble Beach Golf Links

Hole 13

Pebble Beach Golf Links

Hole 14

Pebble Beach Golf Links

Hole 15

Pebble Beach Golf Links

Hole 16

Pebble Beach Golf Links

Hole 17

Pebble Beach Golf Links

Hole 18

Pebble Beach Golf Links

WHO'S NUMBER ONE IN COLLEGE FOOTBALL?



Finally you can answer that question. With the National Championship Tournament in Bill Walsh College Football for Super NES™ it's the game that lets you pit the best 48 teams against each other. Like Alabama, Miami, Washington, Florida, Michigan, Nebraska, Georgia. And see

who's in a class by itself. Bill Walsh captures the character of the college game. The triple

option, wishbone, and 2-point conversion. College rules, formations, and schemes. The wide-open gameplay. The speed of the South, power of the Midwest, finesse of the West. Classic rivalries. Rabid fans. It's all there.

You can even settle the question of who's the best college team of all time. Because the game includes the top 24 greatest teams since the '70s. Teams like Alabama '78, Pittsburgh '80, Nebraska '83, Auburn '83, Oklahoma '85, and Colorado '90.

1 TO 5 PLAYERS
COOPERATIVE OR COMPETITIVE PLAY.
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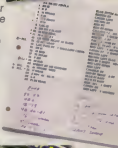


**NOW FOR
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In designing this game, Bill Walsh has definitely done his homework. The famed coach has scripted a variety of gameplans. So you have the best line of attack to kick-off the game. Bill's also scouted all the teams. Giving you a gold mine of insider

information and team tendencies.

It's the fastest, most explosive football yet. Bluff your plays. Set your own audibles. Make the right calls and you could wind up #1 in the rankings after the National Championship 12-team playoff tournament.



No time left, four wishbone QB dives in from the two. But you're still down by one. Gut check time: lock for the tie or go for the two and the national championship?



Play through an entire 11-game season with the top 24 teams. Take them or the top 24 all-time teams through a 12-team national playoff tournament.



Review your plays and go on any player with the 360° Roving Replay. Use it to do your homework on the other team. Then crack their defense wide open with a score.

The action's never been more in your face. 360° roving replay and panning stadium cams deliver a closer view of the field. The gameplay is incredibly fast, the hits more intense.

Call (800) 245-4525 anytime. And choose the number one team in college football.

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PEBBLE BEACH GOLF LINKS



Like its 3DO and SNES brethren, Pebble Beach Golf Links, from Sega Sports and T&E Soft, is an incredibly detailed, realistic golf simulation for purists of the sport. But it is also for those who have never had the experience of jacking a tee shot through some one's plate glass window or three hopping a gopher killer through a dreaded body of water. Pebble Beach will keep track of all of your most telling playing statistics on the course, as well as

your progress through the tournament. You can also practice any hole on the course and participate in Skills play. The development team has done a tremendous job of bringing the Polysis 3D system to the Genesis and in tweaking the existing program to make it even better than the SNES version. A good example of this attention to detail is the golfer that represents you on screen. In the SNES game, the character didn't appear until you had gone through the swing mechanics. In the Genesis game, he (or she) is there the entire time. It may sound like a little thing, but it goes a long way toward making a more realistic play environment and it gives you an idea of just how unrelenting Sega Sports is becoming in their goal of producing the best sports software on 16-bit. Very few sports simulations can actually improve your play in the real game...Pebble Beach Golf Links is one of them. With one of the best courses in the world to play on, fantastic graphics and the best play mechanics to be had in a golf game, you'll want to spend a lot of time at the beach. ~Talko





Sega Sports is swinging for the fences with what looks to be the best game of baseball ever created for a video game system, World Series Baseball. This game has it all...incredible graphics and animation that put you in all of the major league ballparks, all of the real players, great play by play, a full season of play with statistics and league leaders and, basically, everything the game has to offer...including the stadium vendors (hot dogs here, get your hot dogs!). WSB looks to have the perfect combination of arcade playability and the lasting value of a simulation. World Series Baseball is, by far, the most ambitious sports project taken on by any publisher to date. We will tease you with this short preview, but you can look forward to full coverage of this revolutionary title in next month's GameFan Sports when we will let you know if it plays as incredible as it looks. March 24 is the date to mark on your calendar if you're a baseball fan because it doesn't look like it gets any better than this. - Talko



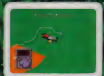


MLBPA BASEBALL



EA Sports is set to release the best SNES baseball game to date in MLBPA Baseball. Although the game is not going to satisfy purists needs for the "perfect" electronic game of baseball, it is very entertaining with excellent graphics, great music and the ability to play a full season (through password, 4 divisions) of arcade style baseball with all of the major league players. Where the game stumbles is in its "generic" feel and in its lack of simulation overtones. MLBPA Baseball offers only one stadium and has no battery for statistical tracking of the season. In spite of this, the game plays like a bandit and grabs you and won't let go. If

you've been a faithful reader of GameFan Sports, you know that I am of the belief that long term interest in a sports title is created by giving the player other goals besides beating a computer opponent in one, or a series of, exhibition games, and in creating somewhat of a "role-playing" sports environment. Although this is missing in MLBPA, they have, in essence, achieved the same effect by giving you play mechanics, an excellent hitting system, speed and ease of play that makes you want to come back to the game again and again. In fact, it plays much like Baseball Stars 2 for the Neo Geo, arguably the best arcade style baseball game of all time. MLBPA Baseball is not the end all in 16-bit baseball games. But, until a better game comes along to knock it off of the hill, it's the best game of baseball you can plug into your Super Nintendo. - Taiko





EA Sports has taken a different plan of attack with Bill Walsh College Football on the Super Nintendo. On the Genesis, the Walsh game came out before Madden '94, using the same graphic engine. On SNES, Madden was born first and now Walsh has followed with the same 3D engine as SNES Madden. The graphics are just as strong as they were in Madden with the college game play that makes Walsh unique. One big difference between this game and the Genesis cousin is the ability to play a full college season with a password system against the other teams. The other is the inclusion of college rules and plays unique to the college game. The question for all SNES football fans is whether or not purchase is warranted if you already own Madden '94. If you are a college fan, the answer is probably...no. But, if you want to take a stab at the college game and pilot the old coach, mater to the national championship, or, like me, football is your genre of sports video game, this is the game for you. - *Talko*



QUARTER

CRUNCHERS



THE TOWER OF DOOM

When it's all said and done, you really must bend, serve, or the crown-up, entertainment, another essential to its debut now in order to survive. Based on Dungeons and Dragons, which has entertained and thrived for the same 100 years, The Tower of Doom brings authentic role playing and the scales to the first time. Tower of Doom is not loosely based on the Dungeons and Dragons, but in the end, it's not too far from a combination of mythical fantasy, challenge, and then, simply, a little Capcom quality graphics. This is definitely a first in the arcade scene. For 4 players can choose between an elf, fighter, cleric or dwarf and set out to save the world in the Republic of Darokin. Not only is this a great game featuring 3-D sound and a real time action mode, but it actually changes each time you play. Since the outcome is determined by the players! The only question in my mind is how long will it take to beat around to beat the game. Well, there be a password! Or with it, it's not enough to go through in an hour or so. Either way, this type of game is long overdue and, because it's Capcom, I know it will be perfect. Maybe this game's success will help wake up the home system developers. The RPE market is still lacking in the that area as well. We'll bring you more on The Tower of Doom in our upcoming, all new Quarter Entertainment, which will feature full reviews with scores. See you at the arcade.

by Mitch





Cogito Ergo Sum

$E=MC^2$

INTRODUCING THE ULTIMATE BRAIN GAME

Okay, so you aced the pop quiz on the meaning of existence, showed your stup teacher a thing or two about birdhouse construction and scored big points with your essay "Beavis, But-Head and Buddy Themes in Western Thought." Now, isn't it about time you gave yourself a real challenge? With Gear Works, the most addictive puzzle game since Tetris.® It takes seconds to learn but a lifetime to master.

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✓ Solves over a hundred puzzles in one session, giving you a new challenge every time.



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✓ Most people give up after the first level, but Gear Works is designed to keep you coming back for more.



✓ Use high speed computers to solve the most complex puzzles.

SONY
IMAGE-SOFT

COMING NEXT ISSUE!
SUPER STREET FIGHTER TURBO



BE WARNED....

ALIENS HAVE COME TO TEXAS TO ENJOY BARBECUED RIBS.
YOURS.



丁明忠 56.0000=7440(散客平)是否? A.L3是46条 1种 500条 1240=7440是否?

[illegible]

RICH SOME ALIEN BUTT: IT WON'T BE EASY YOU LI

HAVE TO SLAY THEM WITH THEIR OWN ARTILLERY

BUT BEFORE ANY SHOOTING BEGINS IN TEXAS, WE HAD

TO DO A LITTLE SHOOTING OF OUR OWN

— IN HOLLYWOOD — — FOR THE FIRST TIME EVER.

AN ENTIRE MOVIE WAS SHOT FOR THE SOLE PURPOSE OF



MAKING THE ULTIMATE INTERACTIVE GAME. THEN WE DIGITIZED

THE WHOLE THING THE RESULT IS A GAME

WHERE EVERY DECISION YOU MAKE CHANGES

THE ACTION EVERY TIME YOU PLAY **GROUND ZERO**.

TEXAS IS SO REALISTIC THAT IT WILL PROBABLY

REVOLUTIONIZE THE WAY GAMES ARE MADE

IN THE FUTURE IF THERE IS A FUTURE

THAT'S UP TO YOU, PARTNER

應 答 者 上 記 各 項 目 標 記 後 記 述 考 査 要 領 中 記 載 的 考 査 要 領 及 考 査 方 法 等 。

COMMERCE'S LEVELS OF
GROWTH ARE THE SAME
IT'S ALL THE ACTION WITH THE
ACTION. IT'S ALL THE ACTION
WITH THE ACTION.

[illegible]

(sure, it's just a game.)



AGENT 0-14562 CLUES YOU AS TO
THE MISSING PARTS OF A LARGER
CONNECTION. FIND IT, REVEALS THE
DRIVING FORCE AND LAYS THE SCENE
FOR THE NEXT CHAPTER.



JAPAN NOW!



Welcome to the post Earthquake issue of Japan Now! It has nothing to do with this article, but everyone is talking about it. I really thought my life was over! I ran outside with a T-shirt and underwear on and everybody pointed their flashlights at me...I was really embarrassed. Since our office has been condemned, I had to work at home. I waited 'til the last minute to get new information from Japan, but there was little. They are still expect damn JACES. This is the biggest news in Japan, but we already brought it to you.

First of all, let me start off with new generation game systems. Nintendo has kept silent since the Winter CES

and there is no new information. All I have heard from Nintendo is a quote that their system can do 4 times more than Sony's PSX and 8 times more than Sega's Saturn. This means Nintendo thinks the Saturn has half the potential of the PSX. What are they smokin'?

There has been no official announcement from Sony yet, but I've heard their project might be pushed back another month or two. Their first plan was to release the PSX at the same time as Sega's Saturn (November in Japan), but Sony wants to make sure they have software ready for their debut.

I talked about 2 CPUs for Saturn last month and also that these CPUs won't be parallel processing, but there is a rumor that they are still considering making them parallel or, to add one more 64-bit CPU. Do you remember my exclusive information in the December issue on the first games. The toy box action game and 3D shooter? Not bad. Not! All the new systems (except Nintendo's), will most likely be shown at the Tokyo Toy Show this June. They might not be at CES, so I'll fly to Japan to bring you guys some exclusives. There are 2 projects in the works for Saturn by Game Artist. As you all know, they made the awesome shooter "Slipstream". All I know is that they are working on a shooter and an RPG. The staff at GA is really good at using the full potential of a game system, so just imagine what they can do if they use the full potential of the Saturn and program a shooter. I would say that their game will be the best for that year. Have you ever played the great RPG for Genesis, Shining Force? Sonic team (the guys who programmed this great game) will have Shining Force 2 and the Game Gear version of Shining Force this year in the US and they are working on the new series of Shining Force on another platform. CD? Or 32-bit?



There is an amusement machine show in Japan on 2/22/94 called the AOU show. Let me give you a list of what will be there...

Jaleco:	F-1 Super Battle, Best Bout Boxing and Super Striker.	Konami:	Habulax Ray and Tinkle Pit, Gokujyo Parodious, Coltin's Greas, Racing Force and Gradius 4.
Irem:	Best Eleven and Geo Storm.	Sega:	Daytona GP, Star Wars, Hard Dunk, Jurassic Park, Columns 3 and a Soccer Game.
Samurai:	Dynan Gear, Deadly Sport, Twin Eagle 2 and Heat.	Capcom:	Dungeons and Dragons and Super Street Fighter 2K.
Toaplan:	Snow Bros. 2.	SNK:	Art of Fighting 2, Soccer Brawl 2, and Top Hunter.
Tecmo:	Tecmo World Cup '94.	Face:	Zupapa.
Taito:	Under Fire, Light Bringer and Ray Force.		
Data East:	Flying Power Disc and Fighter's History Dynamite.		
Namco:	Final Lap R, Ridge Racer Full Throttle and 3 monitors.		

Let me explain some of these games. First of all, the games from Irem will be their last arcade games. They've decided not to release arcade games any more. Konami's Gokujyo Parodious is the sequel to Parodious. GameFan readers should know that this is the parody version of Gradius and a super hit on Super Famicom. At WCES, Konami had this game on display for reference. Gradius 4 is still a rumor, but T.J. will find out soon. Sega's Daytona GP is final. The past few shows, they have just shown a video, but at the AOU show you can experience the ultimate racing game. SNK will have a strong title called Top Hunter. I've heard this game is the greatest action game ever for the Neo Geo. Also, Face and Data East will have Zupapa and Fighter's History Dynamite for Neo Geo. Zupapa is a side-scroll action game and FH Dynamite is the Hyper version of the now famous arcade fighting game from Data East. Finally, let me tell you what you've all been waiting for. *Current Street Fighter 2 X* is the Japanese official title for the sequel to SF2. The differences between the original and the current version are the speed, brand new special moves and the Super Combos. What I understand from the press release from Capcom Japan is that you can win a losing game with this one combo. It could have major combos like Art of Fighting. 28 hit combo?!! We'll have more information on SF2 X from the US in Other Stuff, so check it out.

Have you noticed that the price of game cartridges is getting higher in Japan? Since most of the companies have been releasing higher memory cartridges which are 12M, 16M, and 24M, the average price for an 8M to 12M cartridge in Japan is \$300 yen, retail (\$87.00). Now, Square's Final Fantasy 6 is 11,400 yen retail (\$102.00)! Since it is a great game, there are people out there who will pay this amount or even more for the FF series. It seems like consumers are getting hungry and want more things on each title, so game companies must use more memory (expensive RAM) to satisfy them. Since CD-ROM games cost less and hold massive memory, the main format in Japan will be CD-ROM in the near future. So, prices should come down.

Spectra K's last minute information!

Just look at these actual Saturn screen shots! These are the first in the US! And, like I promised you last issue, Treasure's brand new game, 'Dynamite Headdy'. He can use a bunch of different heads! One can suck in enemies, one can break walls etc...We've got some stuff to show you guys! I'll see you next month...



Here's some up to the minute Saturn info that I just received. Sega is planning to sell 2,500,000 Saturn units in the first year of production. The system contains 2 32-bit RISC chips and 7 different processors. So, all together, there are 9 processors. MIPS means Million of Instructions Per Second. Saturn can do 500 MIPS (500 Million Instructions Per Second!). We can not make simple comparisons, but this machine is able to do things like a 64-bit. The Saturn makes use of Synchronized DRAM. This memory was developed

for high performance work stations and this is first time, for this industry, that this memory has been put to use in a home system. The results produced are amazing, giving you actual pictures that are as good as those from the



Treasure is the team who made the first game to use the Mega Drive a full potential, Gunstar Heroes. This is their newest title, Dynamite Headdy (also for the 32X). The Story is set in a world where there are no humans, only puppets. Headdy's main weapon is his head. Headdy throws his head at enemies to attack. As you go along, you will find items to exchange for a new head, each head has a different method of attack. We are not sure how many different heads there are, but we will tell you more next month. This month, look at these exclusive screen shots that just arrived from Japan at the last, last minute. To me, puppets means lots of multi-jointed, fully animated characters and, from the looks of these colorful shots, that is just what we are getting. Game of the year...again? Can Treasure repeat? Stay tuned.





Welcome to another great installment of Other Stuff! For starters' Capcom has officially confirmed, that **Super Street Fighter 2 Turbo** "The Ultimate Championship" will be coming to arcades in America everywhere this March. I have managed to get some early info on this SF2 Upgrade and its pretty hot. The opening is different now and there is a new character which who has never been seen before in any other SF2 game. His name is **GOUKI**, the younger brother of **Shen Long**, the trainer of both **Ryu** and **Ken** and he has nothing to do with **Bison's** Organization. He is the new last boss in **SF2 Turbo** and is said to have the same abilities as **Ryu** and **Ken** but he is much more Powerful and Skilled. Some of the Many new features are **Turbo Speed**, just like in **SF2 Turbo**, New Combos along with New Moves, and the game has been re-balanced 100% so all of the characters are now equal in every way. As far as a debut goes to consumers it will be shown first in So. California this march on the 6th (Wednesday) or the 11th (Friday). Game Fan will be Sponsoring this Historic event and will be there with a bunch of goodies as usual. And Speaking of SF2, the movie is still on schedule for a late fall Debut but as far as we the main character still has not been confirmed. Inside sources say it could be a female lead character. And while were still on the subject of Capcom, **Mega Man** is heading onto the TV airwaves this fall, and is said to have better animation than **Batman** the animated series. I'll believe it when I see it.

Now for some Sega... Sega's **Saturn** may be coming out in America this Christmas at a price of \$399.95 and the pack is should be **Virtua Fighters**. Around the same time the Cartridge version (the **Jupiler**) should be appearing, which is the cheaper version of the Saturn. It should go for around 200 bucks and also have a pack in. Here's some new DSP info from sources at Sega. Sources say that the DSP in **Virtua Racing** (which is 16bit co-processor) will be getting souped up to 32 bit for the next generation of DSP games in 95. The first games that should use the new 32bit DSP will be **Star Wars** which will be based on the 6th movie of the **Star Wars** films, and is scheduled for a Feb. 95 release. **Virtua Fighters** will be available in April of 95, most likely. Sega sources also say that development systems for the Saturn will be available to almost all of the 3rd parties by the middle of March and to expect between 15 to 15 titles when the unit is shipped this Christmas. As in last month Other Stuff, sources at Sega still say that Sega is considering getting rid of **Sonic** by the beginning 95 and is rumored to have a new hyper character in the works. **Streets of Rage 3** will be coming out on Genesis this summer but may not be 24 meg like the Japanese version because of the cost of the cart. Sources say that **Streets of Rage 3** will be the last installment of the 16bit series and the next version will most likely be on Saturn in 95.

Now for some Nintendo... Nintendo of Japan has officially had over 2 months with these development systems and about 6 other companies have also started games that will be released for the PR system slated for a September 95 release. Four games are said to be in development for Nintendo's 64 bit system launch. Three of the games we know are **Super Mario 6** which is said to have over 300 levels and graphics that are better than computer animation and, is said to have between 50 to 80megs of memory. **Zelda 4** is also going well, we hear that it will be the part 2 and part 3 combined with a whole new story and a map said to be over 60 times bigger than the one in part 1. The other title will probably be either **F-Zero 2** or **Metroid**. These games should be released with the system. Since **Metroid** has just started and **F-Zero 2** is only on the drawing board I am pretty sure that **Metroid** will hit first. By the way, both should be over 100meg and should cost about 50 dollars. As far as the arcade games go, Nintendo of Japan will only do home games so Nintendo of Americas outside developers will be doing all of the arcade games. I still don't know what games will be out when the arcade machine is released in October of this year but my sources say that most of the games will be in 3D environments like **Virtua Fighters** and **Daytons**. Nintendo's fall 95 CES line up is said to be the most awesome yet. Four or more new games will be shown there, 1 action game, 2 Super FX games, and one game that is said to be the most incredible looking game ever for the SNES.

Games and Games... One game that Konami is already working on for the **Sony PSX** is **Condoon**, sources that new the game say that everything in the game looked incredible and the backgrounds had to be seen to be believed. **Condoon** is going to be out in the arcade first, the arcade game will use the Sony hardware so you know the home version will be exact. In other Konami News, **Batman the Animated series** is about 50% complete for the SNES and the format will be like the game boy version, **Act/Adv**. The game is scheduled for an Oct. release and will be 16meg, out 24. On its way to the Sega CD Konami is **Lethal Enforcers 2** this Christmas, in this version expect more blood and carnage along with all the other good stuff.

Announcements is on its way to Genesis and SNES, both of these games will be Action like **Tiny Toons** for Genesis and will be 16meg. The last Konami game that is about 25% complete is **Contra 4**, in this version there will be 4 characters to pick from and over 20 different weapons. This game is coming out on Genesis only and will be about 16meg with a Fall 94 release.

More Arcade News... **NBA JAM Tournament Edition** should be at local arcade by the time you read this. In this version there are hidden characters, one is said to be **Raiden** from **MX**, there are about 3 times as many hidden things in this version compared to the first. The SNES and Genesis versions will be out in March of 95 and both should be about 24meg. We couldn't leave **MX2** out. **MX2 the 3.0 version** will be out by the time you read this and Midway says this is the last upgrade with all of the final changes. The 3rd character is in this version. To get to him win 50 games and he will suddenly appear to fight you. There are 2 hidden characters you can control with **Sheng Tsung**, they should be **Klano** and **Kann**. We hear that **Klano** might be one of **Sheng Tsung's** new fatalities, out a controllable character. Well that's all of the other stuff for this issue. Next issue I will have some news that might change the industry forever. You know where you'll read it first, only in Next Month's Game Fan.

Last minute information... We have just learned that **Sega** will set be at the **June CES** in Chicago. The show was pushed back to the end of June which coincides with **Sega's Dealer show** in Boca Raton, Florida. Game Fan will make the trip to Florida to bring you coverage of this exclusive Sega show. Could the current CES structure be in a distress? In Japan the shows are all separated, could the same type of system be in our future? We have also just received information on the 32 bit, **CD ROM THE** Multisystem from Taiwan's **MSU Co.** We'll have the complete story along with screen shots next month. **Top Master** shots have also just arrived but we have to go to press! It looks amazing, see it here next month.

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1001	1002	1003	1004	1005	1006	1007	1008	1009	1010	1011	1012	1013	1014	1015	1016	1017	1018	1019	1020	1021	1022	1023	1024	1025	1026	1027	1028	1029	1030	1031	1032	1033	1034	1035	1036	1037	1038	1039	1040	1041	1042	1043	1044	1045	1046	1047	1048	1049	1050	1051	1052	1053	1054	1055	1056	1057	1058	1059	1060	1061	1062	1063	1064	1065	1066	1067	1068	1069	1070	1071	1072	1073	1074	1075	1076	1077	1078	1079	1080	1081	1082	1083	1084	1085	1086	1087	1088	1089	1090	1091	1092	1093	1094	1095	1096	1097	1098	1099	1100	1101	1102	1103	1104	1105	1106	1107	1108	1109	1110	1111	1112	1113	1114	1115	1116	1117	1118	1119	1120	1121	1122	1123	1124	1125	1126	1127	1128	1129	1130	1131	1132	1133	1134	1135	1136	1137	1138	1139	1140	1141	1142	1143	1144	1145	1146	1147	1148	1149	1150	1151	1152	1153	1154	1155	1156	1157	1158	1159	1160	1161	1162	1163	1164	1165	1166	1167	1168	1169	1170	1171	1172	1173	1174	1175	1176	1177	1178	1179	1180	1181	1182	1183	1184	1185	1186	1187	1188	1189	1190	1191	1192	1193	1194	1195	1196	1197	1198	1199	1200	1201	1202	1203	1204	1205	1206	1207	1208	1209	1210	1211	1212	1213	1214	1215	1216	1217	1218	1219	1220	1221	1222	1223	1224	1225	1226	1227	1228	1229	1230	1231	1232	1233	1234	1235	1236	1237	1238	1239	1240	1241	1242	1243	1244	1245	1246	1247	1248	1249	1250	1251	1252	1253	1254	1255	1256	1257	1258	1259	1260	1261	1262	1263	1264	1265	1266	1267	1268	1269	1270	1271	1272	1273	1274	1275	1276	1277	1278	1279	1280	1281	1282	1283	1284	1285	1286	1287	1288	1289	1290	1291	1292	1293	1294	1295	1296	1297	1298	1299	1300	1301	1302	1303	1304	1305	1306	1307	1308	1309	1310	1311	1312	1313	1314	1315	1316	1317	1318	1319	1320	1321	1322	1323	1324	1325	1326	1327	1328	1329	1330	1331	1332	1333	1334	1335	1336	1337	1338	1339	1340	1341	1342	1343	1344	1345	1346	1347	1348	1349	1350	1351	1352	1353	1354	1355	1356	1357	1358	1359	1360	1361	1362	1363	1364	1365	1366	1367	1368	1369	1370	1371	1372	1373	1374	1375	1376	1377	1378	1379	1380	1381	1382	1383	1384	1385	1386	1387	1388	1389	1390	1391	1392	1393	1394	1395	1396	1397	1398	1399	1400	1401	1402	1403	1404	1405	1406	1407	1408	1409	1410	1411	1412	1413	1414	1415	1416	1417	1418	1419	1420	1421	1422	1423	1424	1425	1426	1427	1428	1429	1430	1431	1432	1433	1434	1435	1436	1437	1438	1439	1440	1441	1442	1443	1444	1445	1446	1447	1448	1449	1450	1451	1452	1453	1454	1455	1456	1457	1458	1459	1460	1461	1462	1463	1464	1465	1466	1467	1468	1469	1470	1471	1472	1473	1474	1475	1476	1477	1478	1479	1480	1481	1482	1483	1484	1485	1486	1487	1488	1489	1490	1491	1492	1493	1494	1495	1496	1497	1498	1499	1500	1501	1502	1503	1504	1505	1506	1507	1508	1509	1510	1511	1512	1513	1514	1515	1516	1517	1518	1519	1520	1521	1522	1523	1524	1525	1526	1527	1528	1529	1530	1531	1532	1533	1534	1535	1536	1537	1538	1539	1540	1541	1542	1543	1544	1545	1546	1547	1548	1549	1550	1551	1552	1553	1554	1555	1556	1557	1558	1559	1560	1561	1562	1563	1564	1565	1566	1567	1568	1569	1570	1571	1572	1573	1574	1575	1576	1577	1578	1579	1580	1581	1582	1583	1584	1585	1586	1587	1588	1589	1590	1591	1592	1593	1594	1595	1596	1597	1598	1599	1600	1601	1602	1603	1604	1605	1606	1607	1608	1609	1610	1611	1612	1613	1614	1615	1616	1617	1618	1619	1620	1621	1622	1623	1624	1625	1626	1627	1628	1629	1630	1631	1632	1633	1634	1635	1636	1637	1638	1639	1640	1641	1642	1643	1644	1645	1646	1647	1648	1649	1650	1651	1652	1653	1654	1655	1656	1657	1658	1659	1660	1661	1662	1663	1664	1665	1666	1667	1668	1669	1670	1671	1672	1673	1674	1675	1676	1677	1678	1679	1680	1681	1682	1683	1684	1685	1686	1687	1688	1689	1690	1691	1692	1693	1694	1695	1696	1697	1698	1699	1700	1701	1702	1703	1704	1705	1706	1707	1708	1709	1710	1711	1712	1713	1714	1715	1716	1717	1718	1719	1720	1721	1722	1723	1724	1725	1726	1727	1728	1729	1730	1731	1732	1733	1734	1735	1736	1737	1738	1739	1740	1741	1742	1743	1744	1745	1746	1747	1748	1749	1750	1751	1752	1753	1754	1755	1756	1757	1758	1759	1760	1761	1762	1763	1764	1765	1766	1767	1768	1769	1770	1771	1772	1773	1774	1775	1776	1777	1778	1779	1780	1781	1782	1783	1784	1785	1786	1787	1788	1789	1790	1791	1792	1793	1794	1795	1796	1797	1798	1799	1800	1801	1802	1803	1804	1805	1806	1807	1808	1809	1810	1811	1812	1813	1814	1815	1816	1817	1818	1819	1820	1821	1822	1823	1824	1825	1826	1827	1828	1829	1830	1831	1832	1833	1834	1835	1836	1837	1838	1839	1840	1841	1842	1843	1844	1845	1846	1847	1848	1849	1850	1851	1852	1853	1854	1855	1856	1857	1858	1859	1860	1861	1862	1863	1864	1865	1866	1867	1868	1869	1870	1871	1872	1873	1874	1875	1876	1877	1878	1879	1880	1881	1882	1883	1884	1885	1886	1887	1888	1889	1890	1891	1892	1893	1894	1895	1896	1897	1898	1899	1900	1901	1902	1903	1904	1905	1906	1907	1908	1909	1910	1911	1912	1913	1914	1915	1916	1917	1918	1919	1920	1921	1922	1923	1924	1925	1926	1927	1928	1929	1930	1931	1932	1933	1934	1935	1936	1937	1938	1939	1940	1941	1942	1943	1944	1945	1946	1947	1948	1949	1950	1951	1952	1953	1954	1955	1956	1957	1958	1959	1960	1961	1962	1963	1964	1965	1966	1967	1968	1969	1970	1971	1972	1973	1974	1975	1976	1977	1978	1979	1980	1981	1982	1983	1984	1985	1986	1987	1988	1989	1990	1991	1992	1993	1994	1995	1996	1997	1998	1999	2000	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GAMES GALORE

SNES
SIMULATION Cont.

Super Mario Kart	\$49.98
Super Off Road	\$69.98
Super Strike Eagle	\$69.98
Tot Pole 2	\$49.98
Tot Pole 1 or 2	\$79.98
Wacky Races	\$49.98
Wayward	\$49.98
Wing Commander	\$69.98
Wing Commander 2	\$69.98
Wings	\$49.98

SNES ADVENTURE

[illegible]

Figure 1

**SNES
RPG**

Size of the Subsidary FD-Minute Count

[illegible]

SNES

STRATE

Join Our Role Playing Club!
Write for particulars.

We now carry Turbo Grafx, Game Boy, Game Gear, Jaguar games, Lynx & Neo Geo at Fantastic Prices!

1991	Intensity	100%
1992	Operation Eagle Search	\$10.0M
1993	Project 2	100%
1994	Project 1	100%
1995	Project 2	100%
1996	Project 1	100%
1997	Project 2	100%
1998	Project 1	100%
1999	Project 2	100%
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SNES
SPORTS

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1990	1991	1992	1993	1994	1995	1996	1997	1998	1999	2000	2001	2002	2003	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2018	2019	2020	2021	2022	2023	2024	2025	2026	2027	2028	2029	2030	2031	2032	2033	2034	2035	2036	2037	2038	2039	2040	2041	2042	2043	2044	2045	2046	2047	2048	2049	2050	2051	2052	2053	2054	2055	2056	2057	2058	2059	2060	2061	2062	2063	2064	2065	2066	2067	2068	2069	2070	2071	2072	2073	2074	2075	2076	2077	2078	2079	2080	2081	2082	2083	2084	2085	2086	2087	2088	2089	2090	2091	2092	2093	2094	2095	2096	2097	2098	2099	2100	2101	2102	2103	2104	2105	2106	2107	2108	2109	2110	2111	2112	2113	2114	2115	2116	2117	2118	2119	2120	2121	2122	2123	2124	2125	2126	2127	2128	2129	2130	2131	2132	2133	2134	2135	2136	2137	2138	2139	2140	2141	2142	2143	2144	2145	2146	2147	2148	2149	2150	2151	2152	2153	2154	2155	2156	2157	2158	2159	2160	2161	2162	2163	2164	2165	2166	2167	2168	2169	2170	2171	2172	2173	2174	2175	2176	2177	2178	2179	2180	2181	2182	2183	2184	2185	2186	2187	2188	2189	2190	2191	2192	2193	2194	2195	2196	2197	2198	2199	2200	2201	2202	2203	2204	2205	2206	2207	2208	2209	2210	2211	2212	2213	2214	2215	2216	2217	2218	2219	2220	2221	2222	2223	2224	2225	2226	2227	2228	2229	2230	2231	2232	2233	2234	2235	2236	2237	2238	2239	2240	2241	2242	2243	2244	2245	2246	2247	2248	2249	2250	2251	2252	2253	2254	2255	2256	2257	2258	2259	2260	2261	2262	2263	2264	2265	2266	2267	2268	2269	2270	2271	2272	2273	2274	2275	2276	2277	2278	2279	2280	2281	2282	2283	2284	2285	2286	2287	2288	2289	2290	2291	2292	2293	2294	2295	2296	2297	2298	2299	2300	2301	2302	2303	2304	2305	2306	2307	2308	2309	2310	2311	2312	2313	2314	2315	2316	2317	2318	2319	2320	2321	2322	2323	2324	2325	2326	2327	2328	2329	2330	2331	2332	2333	2334	2335	2336	2337	2338	2339	2340	2341	2342	2343	2344	2345	2346	2347	2348	2349	2350	2351	2352	2353	2354	2355	2356	2357	2358	2359	2360	2361	2362	2363	2364	2365	2366	2367	2368	2369	2370	2371	2372	2373	2374	2375	2376	2377	2378	2379	2380	2381	2382	2383	2384	2385	2386	2387	2388	2389	2390	2391	2392	2393	2394	2395	2396	2397	2398</
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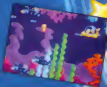


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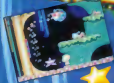
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